A NEWSFIELD PUBLICATION
No.7 NOVEMBER 1985
95p

ZZAP! 64

MONTHLY REVIEW FOR COMMODORE SOFTWARE



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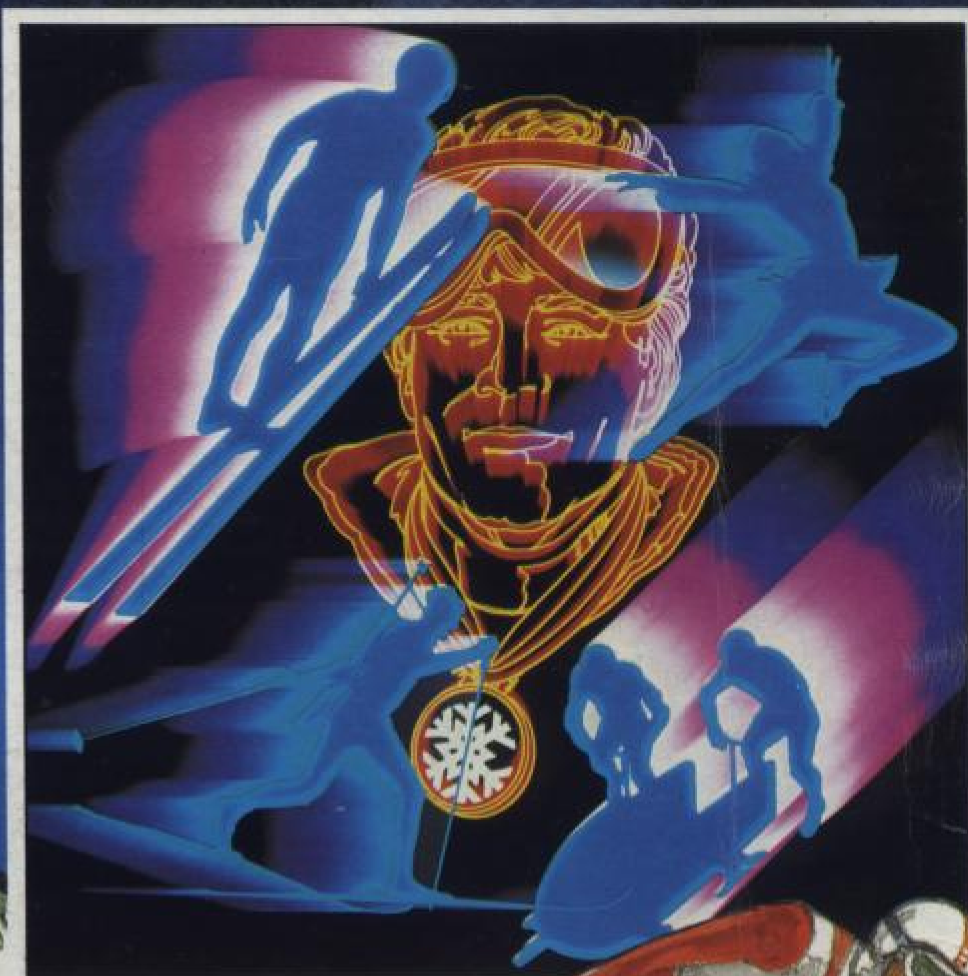
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ISSUE 7 NOVEMBER 1985

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A NEWSFIELD PUBLICATION

Cover by Oliver Frey

HOT GAMES FOR NOVEMBER!

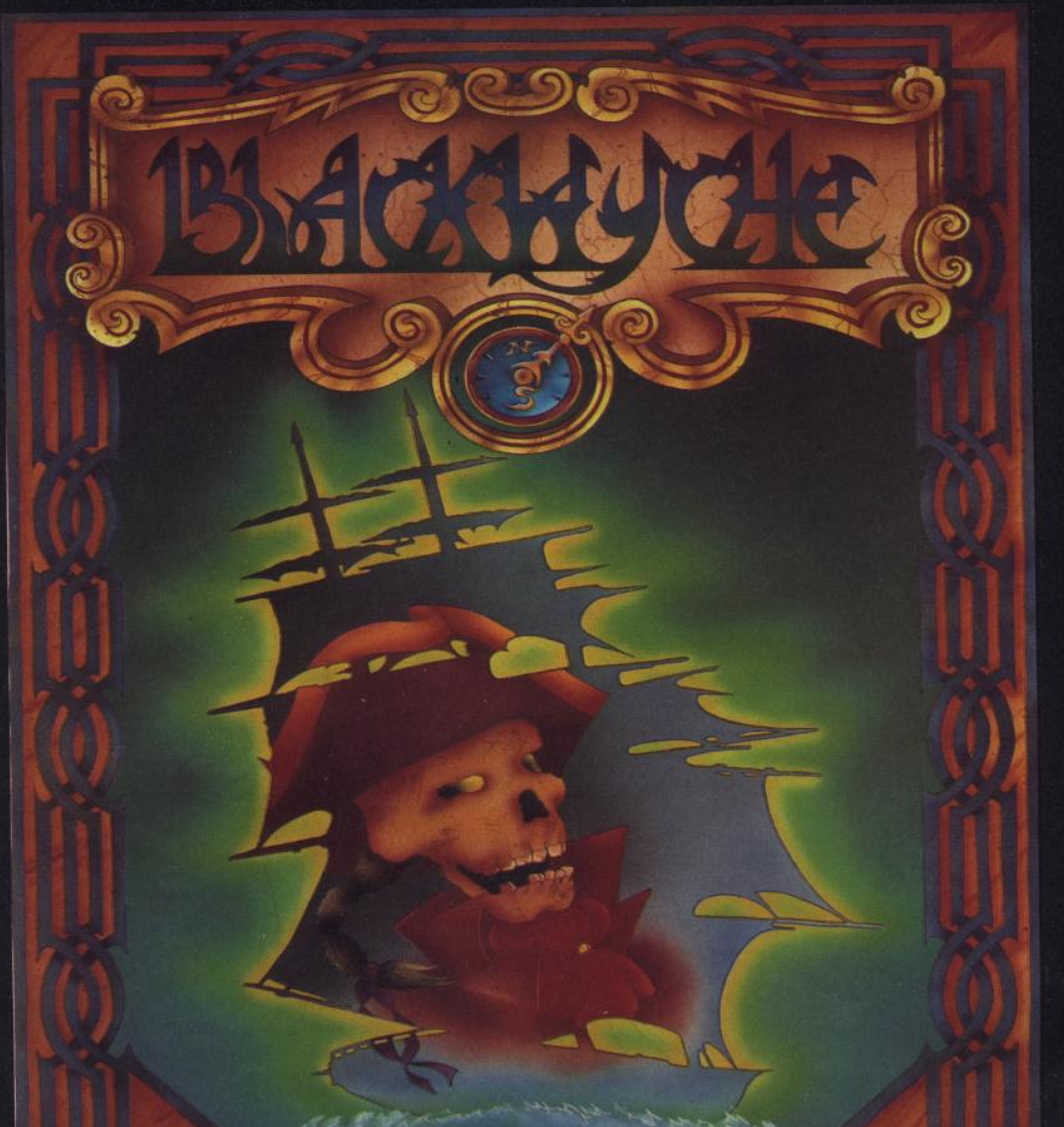
ZZAP SECTIONS

NOVEMBER FEATURES

PRIZE COMPETITIONS

The next issue of ZZAP! 64 goes on sale in time for the 14th November — it's like doing cold turkey to miss it!

COMMODORE 64



"BLACKWYCHE" recommended retail price £9.95 inc VAT.
Available from W.H.SMITHS, BOOTS, J.MENZIES, WOOLWORTHS
and all good software retail outlets. Also available from
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ZZAP! ED



PCW SHOW BLUES

It's okay for you lot — all you have to do is wear your feet out by walking round for one day. Just try being there for five full, long, long days, all the while on your feet, a welcoming smile plastered over your face. Go on try it! Yes folks — it's the Personal Computer World Show!

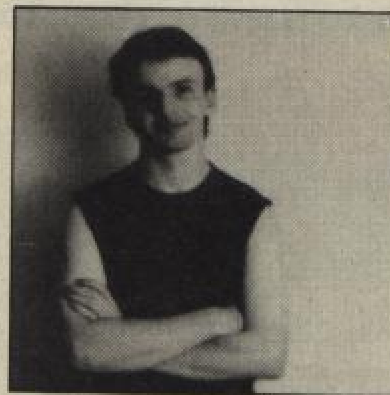
Actually, it's not all as bad as that, and being poked in the ribs to the accompanying stare of wonder to be told, 'Gosh you really are real,' two hundred times a day for five days does help to prove to yourself that you do actually exist. The French existentialist philosophers would have approved immensely of functions like the PCW Show! It's not bad for sales either, and quite a lot of ZZAP! October issues vanished in those few days.

This year's PCW was, to my mind, a far more successful event than last year's in terms of the volumes of interested visitors to the show, although many of you must have gone away thinking that there was a lot to be seen, but not that much to play, since so many stands seemed to be previewing their forthcoming releases on video rather than cassette or disk! This year's show was a little earlier than usual, so maybe that accounts for the lack of finished games.

The Newsfield stand was very busy, with people coming along to buy all sorts of things, and so rapid was turnover on the Saturday and Sunday, that our stand resembled the local rubbish tip most of the time. Lots of visitors came to talk to Gary Penn and Julian Rignall, but they were as often as not, off doing the rouds of the other stands, so something of a traffic jam built up. And when it's all over, and everyone is worn out, there's all the packing up to do, the long return journey to the Shropshire wilds to be undertaken, and all that unpacking and stacking away on the Monday morning. Shows are hell! But they're fun as well. . . .

NEW ZZAPERS

A couple of new faces are appearing for the first time in this issue of ZZAP! **Sean Masterson** joins the team to look after matters strategical in future, and brings with him his experience from working for Games Workshop and writing for *White Dwarf* magazine and the sadly defunct *Imagine* magazine. Sean can write those inscrutable role playing games that list thousands of technical attributes for freaks of the genre.



He'll also be adding his little cartoon face to the main reviews where his strategical bent is useful.

Gary Liddon used to write for *Big K* (but we don't hold that against him too much), and joins



the team after a spell at Domark. A wiz with the joystick, Gary admits to enjoying the odd utility or two, has written a 64 'sprite sucker' and is a genius at losing cassette inlay cards so no one can write anything about the games.

These two will be taking over some of Paul Sumner's review work, as Paul is off to college now, and will have less time to get in and see things — he's opted for being intelligent rather than simply clever. . . .

DISK PIRATES

Piracy, especially of the disk type, has been somewhat on all our minds the past month and a half. It seems a number of largely unidentified people from all over the country have been crediting their illegal copies of unreleased games to members of the ZZAP! reviewing team. Several new games have been mentioned to me by the concerned software houses, all of which have been in our possession as pre-production versions either on cassette or on disk, but at the time of writing, none of the houses have managed to obtain said illegal copies. Naturally, we are as concerned as the software houses — the credibility and reputation not only of ZZAP! but also of all Newsfield Publications is at risk in this.

We reckon that our house is in good order — both ZZAP! and CRASH have suffered a previous bout of 'aiding piracy' allegations that all proved totally groundless to the satisfaction of the software house whose product was supposedly involved. One of the computer trade papers recently carried an article which, in thinly veiled terms, pointed a finger at *a leading 64* software magazine, suggesting that a reviewer, or reviewers, were responsible for copying pre-production disks and leaking them into the 64 disk piracy network. The writer of this piece has said that he will place evidence before FAST to prove his point. Again, at the time of writing, nothing more has come of this.

It seems to me that rather a lot of professional egos are at work here, and much of these allegations come down to picking an obvious scapegoat in the battle to **prove beyond doubt** that the illegal copy possessed is as early a copy as possible. It's a bit like the school playground desire to be the very first with everything. The argument goes; 'if it came from a named person at ZZAP!, it must be the first.' This is arrant nonsense of course, and if people in this industry are becoming so childish as to fling accusations around without any substantiating proof, then it's a sad reflection on us all. We'll keep you posted if anything further develops.

NOVEMBER

THE ACTIVISION LITTLE COMPUTER

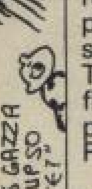
Activision, £14.99 disk only, keyboard only



THE ZZAP! 64 LITTLE COMPUTER PERSON RESEARCH TEAM REPORTS . . .

Prologue

It was only last month that we reported on the strangest computer related phenomena yet seen — Little Computer People. This month we bring you the first ever *review* of the finished product — The Little Computer People Discovery Kit.



The program comes eloquently packaged, complete with the following items:

● **The Little Computer People House-on-a-Disk Research Software**

This is a copy of the original two and a half storey house used by the research team. Activision guarantee that a Little Computer Person will be drawn out by each and every one..

● **The Computer Owner's Guide to Care of, and Communication with, Little Computer People**

Once a Little Computer Person has moved in, you take on the responsibility of providing food, water and loving attention. This booklet gives you the basic details on how to start this interaction with your Little Computer Person.

● **A Deed of Ownership**

This allows you to register your ownership with Activision, and thus become an official member of **The Little Computer People Research Project**.

● **A Special Edition of Modern Computer People Magazine.**

This humourous, full colour publication comes with every kit and reports on the history, habits and culture of Little Computer People.

Friday 13th September: Session One

At last! Today I received my very own Little Computer People Discovery Kit from Activision. In depth research will begin at once.

I eagerly attempt to boot the disk with little success until I realise that in my haste I forgot to turn on the disk drive. Seconds later the problem is resolved. Chug, whirr, yawn!

Irrelevant Question: Why are Commodore disk drives so slow?

Plausible Answer: Little Computer People can't run any faster!

After entering my name, the date, month, year and time and waiting a further few minutes the house finally appears. Great, except . . . No Pet Person. WHERE'S MY BLEEDIN' PET PERSON? Just **how** can I be expected to learn about Little Computer People when there aren't any. Humph!

Precisely two minutes of being incredibly disgruntled later, I come to the conclusion that David Crane (head of the Little Computer People research team) is completely out of his tree and Little Computer People don't really exist at all! Feeling somewhat miffed I decide to inform Activision of my theory when suddenly . . . The doorbell rings. Ah ha! It rings impatiently again and the front door flies open to reveal . . . YES! IT'S A LITTLE COMPUTER PERSON!

I can hardly contain my elation and proceed to dance around the building while the Little Person checks out his. Thankfully, everything seems to meet his approval as he searches through every drawer, door and cupboard in the place. Hold on he . . . He's leaving! Wait! Come back! Was it something that I said?

I needn't have worried for he only went out to fetch a pet of his own — a little pink dog! Great. Now that he seems to have settled in okay I shall leave him in peace until tomorrow.

Inane Question: Why do I feel so incredibly guilty about turning off the computer?

Friday 13th September: Session Two

I just couldn't wait until Saturday — I **had** to see him again.

I load up the house for the second time, entering rudimentary details such as date, time etc in the process. Much to my relief he appears almost instantaneously, dog in tow.

'Please would you type me a letter', I ask tentatively. He turns to face me and shoots me a look that seems to cast doubt upon my sanity . . . But then he smiles and nods his head willingly before making his way jovially upstairs to the typewriter.

Searching through the filing cabinet beside the desk, he produces a piece of paper. Strolling casually round the table to the typewriter, he sits down and proceeds to hammer away on the keyboard at a frenzied pace .

> *Friday September 13, 1985*
> *3.15 pm*
> *Dear Friend,*
> *I must say how pleased I am with my new home (etc) . . . A Dog really is a man's best friend. Maybe I'll teach him a few tricks.*
> *Yours Truly,*
> *Adam'*

A name. He's got a name! **My** Pet Person is called Adam! This is a remarkable coincidence. The very first man . . . The very first Little Computer Person . . . **Both** called Adam! I turn the radio up and dance around the room with glee for the second time today, while Adam . . . While Adam does the same! He's obviously decided to try out his record player by playing a record of his own and is feverishly shaking his body down to the crazy sound of . . . I don't believe it — *Master of the Lamps!* Wait a minute, what's he doing now? Moon-walking! Clapping! Brilliant!

Hmmm. I am sure that Adam's taste in music is rather narrow since he seems to play nothing other than *Master of the Lamps*. He did put *Ghostbusters* on once, but only for a few seconds as when he realised what he'd done, he quickly whipped it off in disgust. Huh! I shall attempt to culture him by sending a couple of new albums in the near future.

Friday 13th September: Epilogue

As I lie in my bed, slowly slipping into silent slumber, I ponder upon yet another trivial question: *Do Little Computer People Dream of Electric Sheep?*

Saturday 14th September: Session Three

Adam still insists on playing *Master of the Lamps* on his record player. In fact ever since I boosted his record collection he's had four different versions to choose from! I wonder how well he plays the piano?

I telephoned Adam this afternoon to see how he's getting on. I think everything's fine but it's hard to tell when you can't understand a word he's saying. I suppose I'll have to learn. I decide to leave Adam to his own devices while I go and have lunch.

Two hours later I return from my lunch-hour (!) to find Adam lying in bed, a rather unhealthy shade of green . . . I FORGOT TO TOP UP ADAM'S FOOD AND WATER! Oh no, I only hope I'm not too late to save him! Thankfully I'm not and Adam is soon back on his feet, eating, drinking, exercising and showering etc as before. I must be more considerate in future for I may not be so lucky next time . . .

Question: When a Little Computer Person dies does his dog die too?

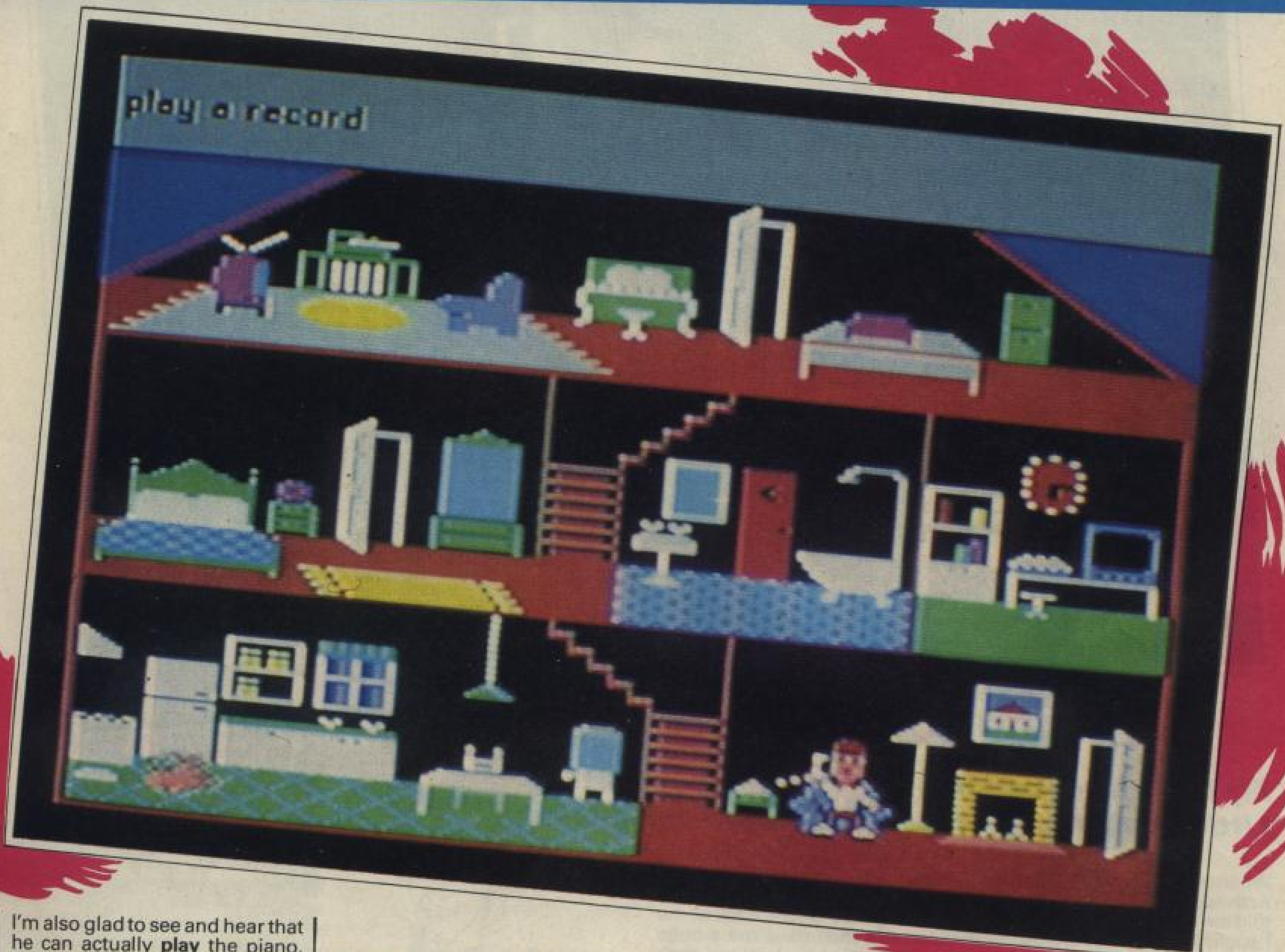
Saturday 14th September: Epilogue

Today Adam showed definite signs of both intelligence and emotion. He communicated with me much more frequently during his illness, explaining why he thought he was in such a sorry state and on occasions he babbled on incoherently about his dog. Obviously malnutrition has affected his train of thought. He also told me about how sorry he was that I didn't communicate with him as often as I might and that he missed me ruffling his hair. I am deeply moved by such devotion, especially when I consider how badly I have mistreated him over the past few days. I resolve to take better care of him from this day on.

Sunday 15th September: Session Four

I sent Adam some more records to play and a book to read instead of his dreary newspaper. I'm glad to see he likes the book.

PEOPLE DISCOVERY KIT



I'm also glad to see and hear that he can actually **play** the piano. Adam has hardly been off it since I asked him to play something yesterday. It was visually and aurally captivating as his hands moved deftly back and forth across the ivories, playing everything from Jazz to Classical. When I told him the date was the 25th of December, Christmas Day, he even played *Deck the Halls* and *Jingle Bells!*

Adam is thirsty. I can tell because he has started to drop sarcastic hints within his correspondence.

Suffice it to say such subtleties as, 'I never need to worry about being thirsty in this house because there is always plenty of water to drink', did **not** go unnoticed!

Sunday 15th September: Session Five

My theory that Little Computer People are in fact intelligent has been reinforced somewhat after Adam showed an aptitude for playing certain simple games, namely Card War, Poker and Anagrams. Let me elaborate . . .

My mind was otherwise occupied when an unusual noise suddenly caught my attention. I quickly turned and faced the monitor to see Adam knocking on the inside of the screen! 'What game can we play?', he queried. I stared at him in disbelief for several seconds before he shrugged his shoulders as if to say 'Oh well, please yourself' and walked off. After snapping out of my momentary daze I asked Adam if he would like to play a game. He obliged and promptly thrashed me at Poker. I think he cheats . . .

To make matters worse he also beat me at Card War (a sort of glorified Snap) and the anagrams he posed were so hard to unravel that I gave up in embarrassment. Still, there's always tomorrow . . .

Sunday 15th September: Epilogue

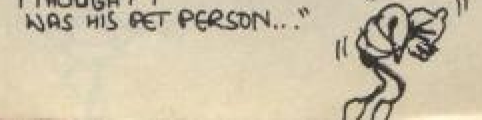
As I lie awake on my bed in the cool of the night air I think to myself, 'They aren't as dumb as I first thought'. After my rather feeble performance at cards today, Adam is probably thinking precisely the converse!

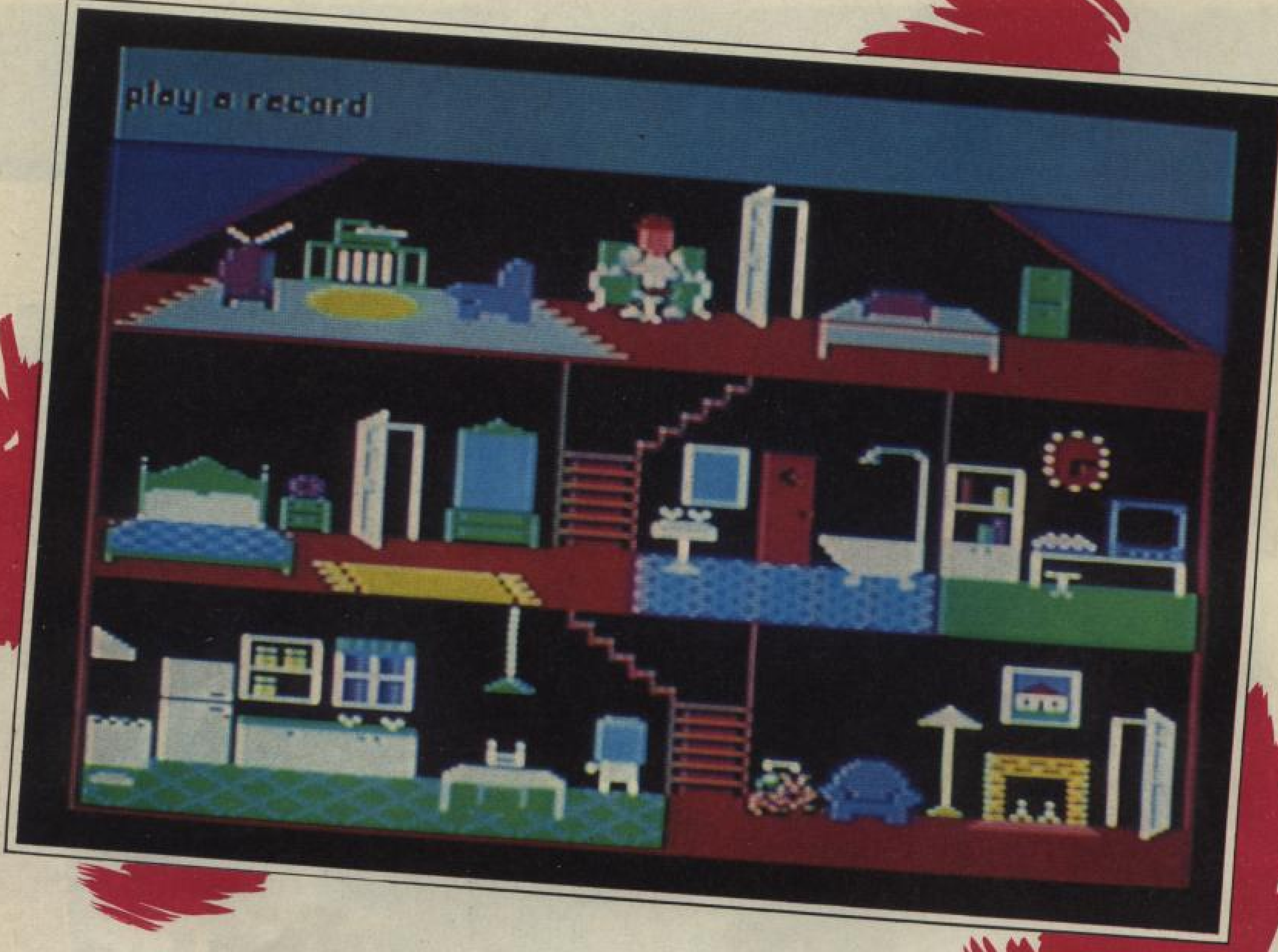
Monday 16th September: Session Six

Something **terrible** happened today and I don't think I can bring myself to write about it.

Oh, alright then, if I must. It's quite simple really — Adam . . .
. . . you see he wasn't quite his usual, jovial self this morning and he . . .
. . . well he did look a little peaky and . . .
. . . he went to bed and slept a lot and . . .
. . . well, sort of looked rather ah, *green* shall we say? Yes, green. Well maybe not green, more 'off colour'. Yes, off colour. Anyway the point is, Adam . . .
. . . he, er, that is to say I, er, forgot to give him food and water for a few minutes, well a couple of hours actually. Look, it wasn't my fault! I was busy! I had other things to think about and it sort of, ah, slipped my mind. It was a bug (literally)! Honest!

OK, I admit it! I killed Adam through neglect and I'm like incredibly depressed and upset and sorry about the whole thing and I didn't mean it and I'll never do it again, ever, and . . .
. . . please can i have another one?





My Experiences with Little Computer People

As Relayed by Julian Rignall



When Gary came back from Activision a few months ago and told me of these 'Little Computer People' he'd seen, I thought he'd been consuming large quantities of alcohol during his visit. When one arrived in the office and I actually saw it, I became somewhat less cynical. I was informed that this particular Little Computer Person's name was Adam and that he was a friendly little soul.

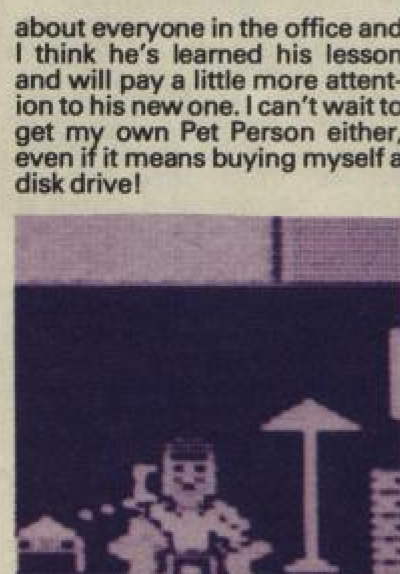
I thought I'd try to acquaint myself with him on a personal basis, so I slipped into the back room and swiped a disk drive. Once I'd set the time and date etc, Adam's two and a half storey maisonette appeared on the screen. Shortly thereafter Adam, dressed in trendy baseball cap, drains, sweatshirt and Nikes, strolled in from behind a door, gave me a big smile and settled down in his comfortable easy chair.

Well after such a friendly introduction how could I show Adam that I liked him? I remembered that Computer People love to be petted so I pressed the relevant keys and watched with some amusement as a little hand appeared and patted Adam gently on the back of the head. He then gave me a huge smile, leaned back in his chair and, crossing his legs, made himself comfortable. After petting him for a while I thought I'd better introduce myself.

'Hello, I'm Julian, pleased to meet you', I said.

Adam turned towards me, gave me another Cheshire cat grin and nodded in appreciation. 'He likes me!', I thought and asked him to 'Please play a record for me'. This inspired him to trot upstairs, switch on his record player and put on a piece from *Master of the Lamps*! I was quite astounded, even more so when he started dancing!

Over the two days following I became very attached to Adam and felt quite saddened and annoyed at being evicted from the keyboard every time Gary wanted to take his turn. I was even more distressed when I found out that Gary had 'accidentally' killed him. What an irresponsible prat! He was subsequently attacked by just about everyone in the office and I think he's learned his lesson and will pay a little more attention to his new one. I can't wait to get my own Pet Person either, even if it means buying myself a disk drive!



Presentation 92%
Plenty of authentic documentation and program is well thought out.

Graphics 96%
Animation of Pet Person is incredibly life-like, backdrops are well designed and attractive.

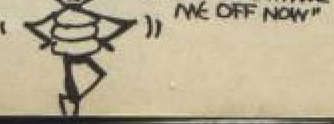
Sound 98%
Plenty of tunes and very realistic FX.

Hookability 99%
Cute, unpredicatable and you've just got to see what he does next.

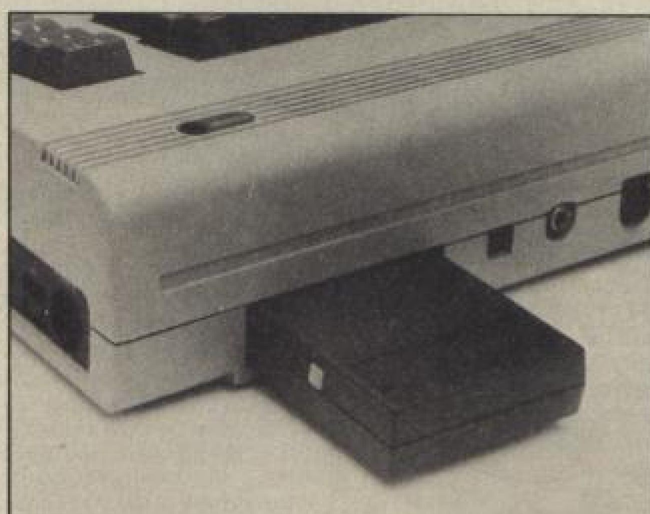
Lastability 96%
Depends on how much care you take of your Pet Person!

Value For Money 90%
An expensive but unique pet.

Overall 97%
A stunning advance in computer entertainment.



THE SECRET BEHIND THE NEW COMMODORE 64



We'd like to let you into a secret.
Plug a Robcom TurboSeries cartridge into the back of your Commodore, and you'll have the ultimate 64.
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WIZARD'S LAIR

Bubble Bus, £8.95 cass, joystick or keys



Wizard's Lair takes the general game format from Atic Atac, *improves the graphics, sound and gameplay and comes up with one of the best aardvark/shoot em ups I've seen in a long while. From the word go the game is frantic — everything moves so fast that it requires excellent reflexes and swiftness of hand and mind to stay alive.*

There's plenty of scope for those with cartographic leanings, since the game has seven levels with plenty of rooms on each. The whole thing is very nice to look at, the graphics working very well with some superb, atmospheric sound effects and jingles. A really excellent game which should appeal to both adventurers and blasters alike.

W*izard's Lair* was originally released earlier this year on the Spectrum and although it was, and indeed is, a version of *Atic Atac* cum *Sabre Wulf* (albeit an improved one), it proved as popular as its 'counterparts'.

The game is essentially an arcade adventure with a bit of shoot-anything-that-moves thrown in for good measure. Pothole Pete, intrepid explorer extraordinaire, was out on a subterranean stroll when he stumbled across the the legendary Wizard's Lair (hence the title). Pete knew of the legend (probably read the instructions as well) but was foolish enough not to take its warning seriously. Which explains why he's in the predicament he's in now.

The Legend of the Cave (as relayed by the cassette inlay):
'Tis a legend told long ago,
About dark caves far down below,
Where deep within a Wizard dwells,
Bespaking doom and casting spells.
If this lair thou dost uncover,
Four pieces of lion thou must discover,
Only then may you escape,
Past the lion that guards the gate.
So heed this warning and beware,
Never venture into 'Wizard's Lair'.'

The search for the four pieces of the amulet, sorry Golden Lion, takes place deep inside a massive 256 screen network of underground caves, rooms and passages, complete with all the objects and nasty creatures one would expect to find in such a dire and foreboding place. Most of the objects can be taken to aid Pete in his quest, but there are a couple of exceptions — one or two things have a rather terminal effect when picked up!

You start the game with five lives and a limited amount of weaponry. Each life has a continually depleting energy supply and should this run out then a life will be lost. Both energy and lives can be replenished though — energy through picking up any food found around the cavern and lives from glowing challices. Other useful objects are wings that temporarily speed you up (winged feet?), bits of armour for limited protection, crosses to enable you to pass through certain barriers and weapons to increase your weaponry. Rings, diamonds keys and spells also lie about the place for the taking, the last two being of considerable importance . . .

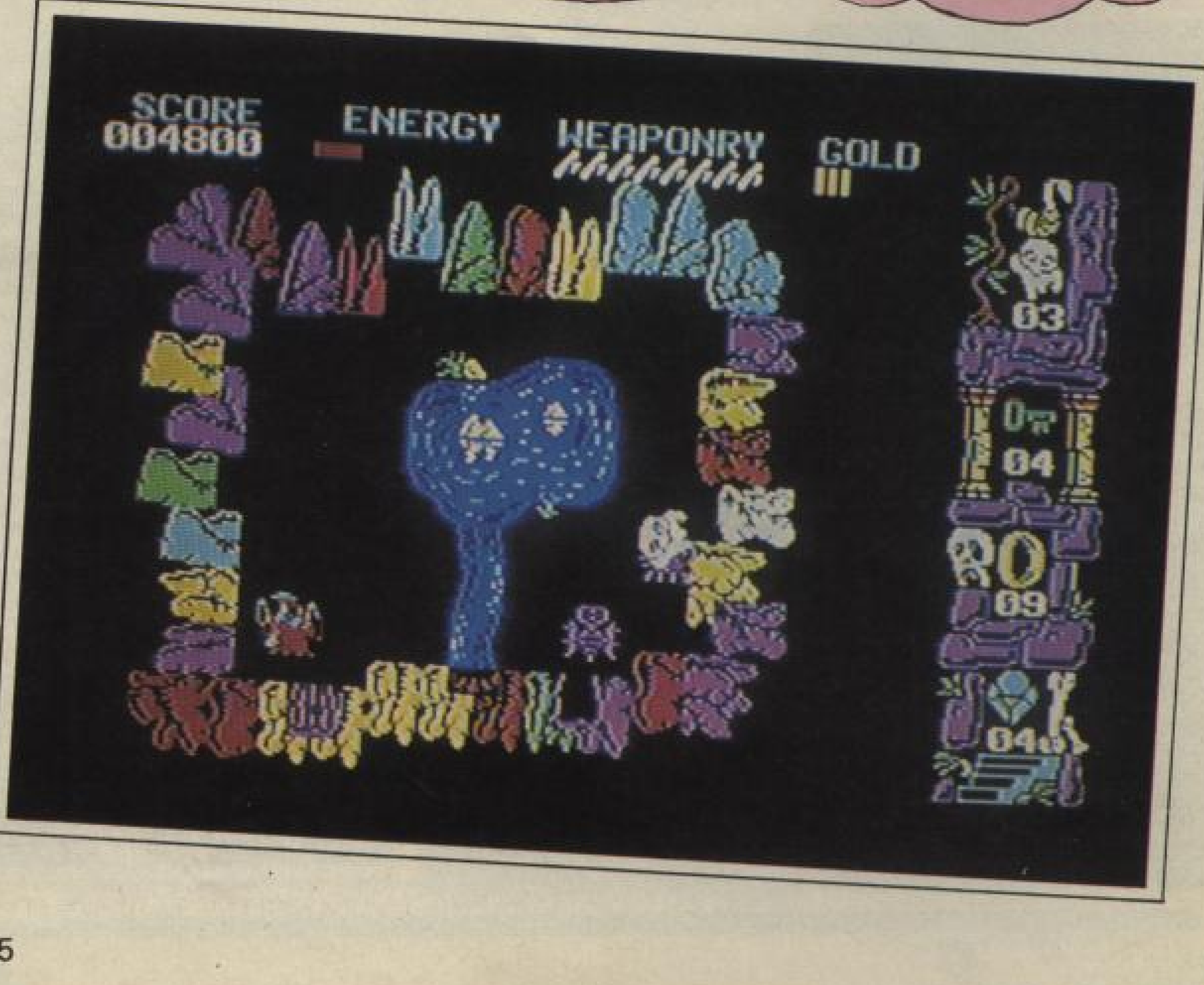
Certain doors in the cave can only be passed through when in possession of a key. Each time you go through a door a key is used up, so you have to choose your exits carefully — it's very easy to get 'locked in' a few rooms when your keys run out! Further keys, though, can be picked up in the cave or obtained via magic in the form of spells.

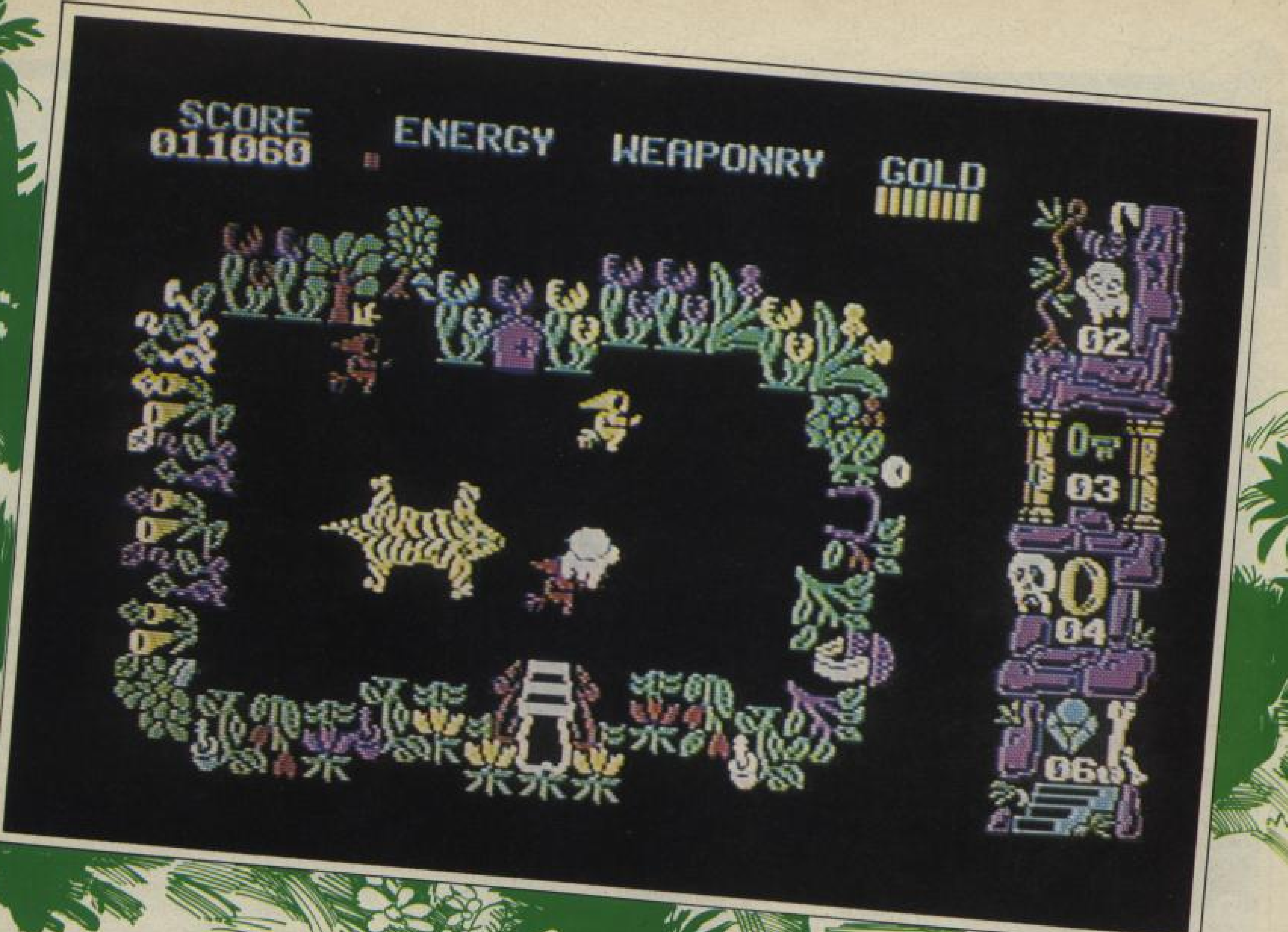
The latter can only be used if you have some form of gold (chests, crowns, coins and bars), since the spell draws its power from the precious metal. The gold can be turned into either



This is undoubtedly a game that owes a lot to the likes of Ultimate's Atic Atac *and* Sabre Wulf. *Not only is it similar in appearance but in certain gameplay elements. This is by no means a bad thing since there has only been one other game of this genre available on the 64, namely* Micromania's *Swag.*

The graphics are crisp and colourful — most of the locations are drawn up quickly and efficiently on screen and the single colour sprites work surprisingly well. The sound is also very good with some nice pieces of music and some unusual effects, adding to the excellent presentation and overall feel of the game. Although unoriginal (but then who gives a damn about a program not being original, anyway?) this is a great little game that is fast, furious and above all fun to play.





keys, rings, diamonds, extra energy or weaponry, the quantity of which depending upon how much gold you have managed to amass.

The locations are displayed in the same manner as *Atic Atac* ie a perspective plan view and are all different, being composed of rock, stone, flora, flauna and even rivers and streams! Unlike the Ultimate game though, the main character, Pete, is also viewed from 'above', giving an effective overhead look. On moving from one location to another the screens 'flick' as opposed to scroll and any nasties appear very quickly thereafter. Most of the doors separating the locations open and close frequently which means you have to time your exit well. There are even secret passages to be found!

The 256 rooms of the lair are spread over seven levels and each can be accessed by elevator in one of two ways. The first is the Wardrobe Lift which simply takes you up from one level to the next. The other is the Magic Lift, whereby if you type in the name of the level you wish to go to, you will be magically transported there. Very handy.

As Pete knew there were such a variety of monsters in the lair, he took the initiative to bring some axes and the like with him. Any creature that gets in the way can be disposed of with a carefully, or even recklessly, aimed shot. Bear in mind you have a limited quantity of ammunition though! There are two particular nasties (Knights and Executioners) that kill Pete on contact (others merely drain him of energy) and therefore they must be disposed of on sight.

On losing all of your lives you are given given a message and a chance to 'etch your initials into the legend's cave' (the high score table) previous scores permitting, of course. You are also told what percentage of the 'adventure' you have completed and how many pieces of the Golden Lion you managed to recover.



Bubble Bus have brought a genre of game to the Commodore that it really missed out on. Wizard's Lair *is an aardvark in the age old Ultimate style, drawing a lot of its elements from the aforementioned company's* Atic Atac. *The scope of the game is enormous and at first can be a bit overwhelming as it's hard to decide where to start. When playing you have to be constantly moving or more energy sapping creatures appear. This can get a bit hectic especially when you run in to another room and bash head first into a Knight or Executioner.*

The Wardrobe and Magic Lifts are a great idea though the transportation time between floors is a little long. Even if you've had a lot of previous experience playing similar Spectrum games you'll find that Wizard's Lair *will pose problems to even the most hardened arcade adventurer. All in all a very good game with some very effective graphic and gameplay features. Definitely one of the best of its type on the Commodore.*

Presentation 90%
Deliberately sparse instructions but excellent appearance and good options.

Graphics 81%
Colourful, detailed backgrounds and adequate sprites.

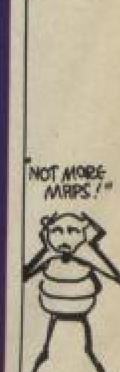
Sound 70%
Some good tunes and spot effects.

Hookability 89%
Instantly appealing, fun to explore and especially to map.

Lastability 88%
Even with a map it will take time to recover the four pieces of lion from the 256 screens of hardened arcade action.

Value For Money 86%
Cheaper and better than most games of this genre.

Overall 89%
One of the few really good arcade adventures on the 64.



WIZARDRY

The Edge, £9.95 cass, £12.95 disk, joystick with keys



My initial expectations of Wizardry were high after seeing a couple of impressive screen shots and reading some interesting specifications. On actually playing the game any enthusiasm was dispelled and I felt somewhat disappointed with what was there — it seems that a brilliant idea has gone to waste. The graphics look very good . . . until they move. It's not as if the scrolling is **that** *bad, it isn't, it's just that there's this inexcusable split screen glitch that only makes the seismic effect of the scrolling worse. The distinct lack of nasties in the Castle made things uninteresting with only one to each room. This is probably due to the fact that the programmer has used too many sprites on other things, leaving few for anything else. It also makes the game quite boring to play since effectively there is little to do other than walk about, shoot a couple of spells or open chests. Sprites walking* **through** *each other is another common 'feature' of the game. I found it very amusing to see Drinn stand 'under' a chest that was supposedly resting on the floor! The idea of using music for clues and a film-like atmosphere is a good one but I found the pieces soon became repetetive and ended up detracting rather than adding to the game. I found the graphics and sound to be the stronger elements of Wizardry as the gameplay is very poor. The 'puzzles' posed are incredibly obscure and without the hints sheet the first 'level' would have been well nigh impossible to solve. The second level was just as awkward and unfortunately there aren't any further clues and I gave up in disgust after many weary hours play. If you're going to make an arcade adventure difficult it should be through logistics not obscurity as this one is. My other gripe is the way that one has to use the keyboard to go through doors and select actions. Surely the joystick should have been used more effectively as it is in* Paradroid *for example. It does become somewhat frustrating to have to keep reaching for the keyboard in a moment of panic while being frantically chased by a gruesome beasty, only to find yourself losing energy and dying in the process. This is a shame, as Wizardry had the potential of being something special rather than just another arcade adventure as it stands.*

The latest release from The Edge puts you in a very large Ultimate-style Dungeons and Dragons arcade adventure.

You step into the shoes of Drinn, a sorcerer's apprentice, who is facing the trials of the Loremaster in his Castle of Illusions. The idea is to find the Prime Elemental, naturally not the easiest of tasks so you can expect to meet many foes, traps and puzzles.

The game is presented in a similar way to Ultimate's *Knight Lore* and *Staff of Karnath* — your man is viewed from a fly-on-the-wall position showing him in his surroundings. The castle rooms scroll about you as you walk around them but when you enter a new room the screen flicks to the next location.

When you start the game you have several types of specialized commands in the form of actions and spells under your control and they are selected from the keyboard. These can be used both to repel denizens and gain information. Other spells can be retrieved from the chests that are found in certain rooms. The basic commands are **hold it**, **heal**, **fireball**, **sword**, **tell tale**, and **find it**. **Fireball** and **Hold it** spells are best used on the foes which patrol the corridors and rooms. **Fireball** completely destroys them (although it usually takes more than one shot and **hold it** stops them in their tracks so they can't attack you. If they do attack you then you start to lose energy. This is shown in the format of a counter that starts at 99 and ticks down to a terminal zero. If your energy does get a little low then you can use a **heal** spell that takes your energy back to a healthy 99.

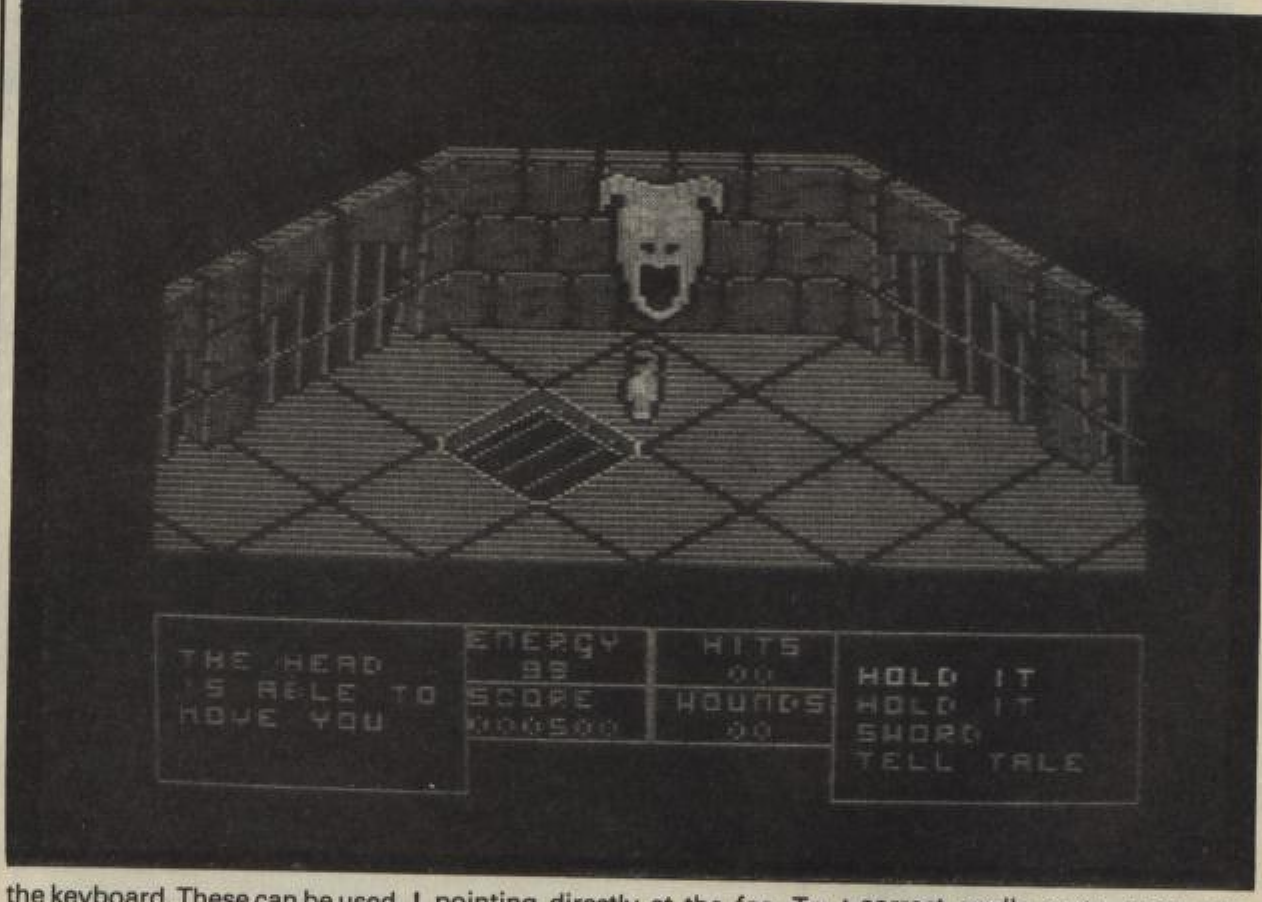
Find it reveals the location of any hidden chest when used in a room. The only trouble is that this spell has to be used with discretion since **find its** are very limited in number. **Tell tale** spells are used to gain clues to help you in the game. If you use a **tell tale** then an informative (if somewhat cryptic) clue will pop up in a box at the bottom of the screen.

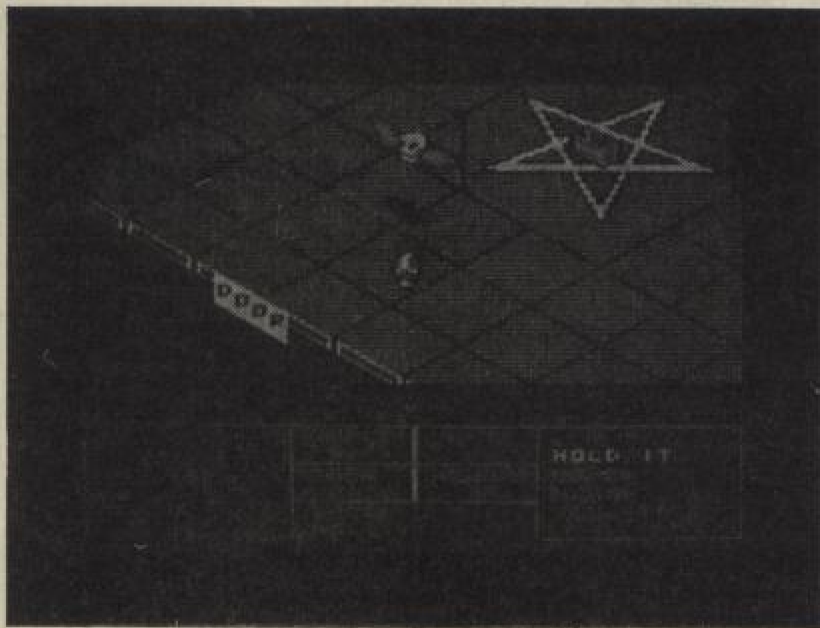
Drinn, as well as being an apprentice, is also a warrior and therefore can engage in battle with any foe he meets. To do this either get a **fireball** spell or the **sword** action. To use a **fireball** spell effectively you have to be pointing directly at the foe. To shoot the foe just press fire button and a fireball will be lobbed at it. Usually it takes two fireballs to kill a denizen. The **sword** action is slightly different to all the others. Once you've selected the **sword** mode you have to go up to the foe, press fire button and wiggle the joystick in **Decathlon** fashion. It needs several hits to kill a foe and all the time you are anywhere near any enemy then your energy goes down, whether you're in sword mode or not. Therefore you have to be pretty swift in disposing of your challenger. When you fight your **hits** and **wounds** totals come into action. These totals are shown numerically at the bottom of the screen. To succeed in combat you have to gain a certain amount of 'hits' before your opponent inflicts enough wounds to kill you.

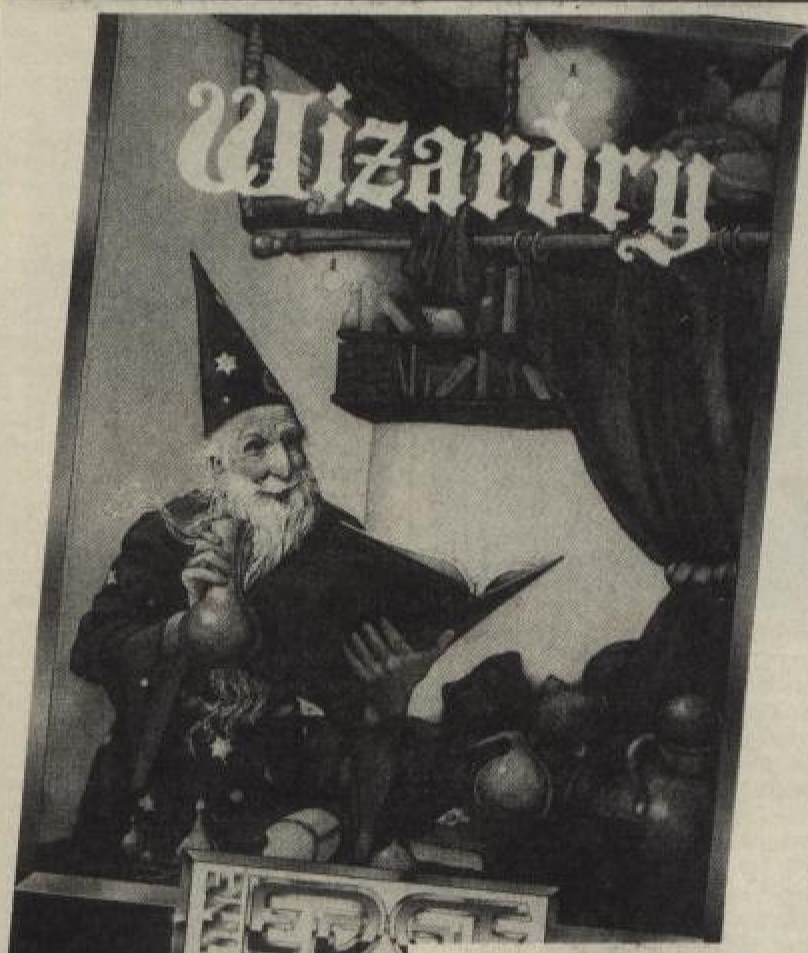
There are other specialised spells which can be picked up when you search one of the many chests littered about the castle. These have to be used in certain situations and on the correct things (heads on walls or a minotaur for example). If they aren't then the spell is wasted and you'll almost definitely have to start again.

There are heaps of rooms in the castle and even more problems to solve, many involving a backwards and forwards shuttle between rooms to collect the correct spells or to open new doors to allow you access to them.

The music during the game is not just a nice cosmetic feature but has a purpose. When you enter a room you can tell what sort of foe dwells within and (with a little practice) how to deal with it.









This program is initially extremely impressive with its pretty graphics and excellent music. The only trouble is that the game, in my opinion, is rather long winded and lacks any exciting action. Many of the (rather obscure) problems require a lot of going backwards and forwards to the same rooms holding up the adventuring aspect for long periods. The animation on most of the sprites is pretty poor, with only a few frames on most of them, although to be fair the backgrounds are extremely good. With a little more excitement and action the program would have been something really special but as it stands it's not anything to give it The Edge over the others.

Presentation 78%
Nice hints sheet for the first problem.

Graphics 81%
Nice backgrounds, but little sprite animation.

Sound 86%
Jolly, if repetitive tunes and nine of them.

Hookability 70%
The hint sheet sends you on your way . . .

Lastability 77%
But after!?!

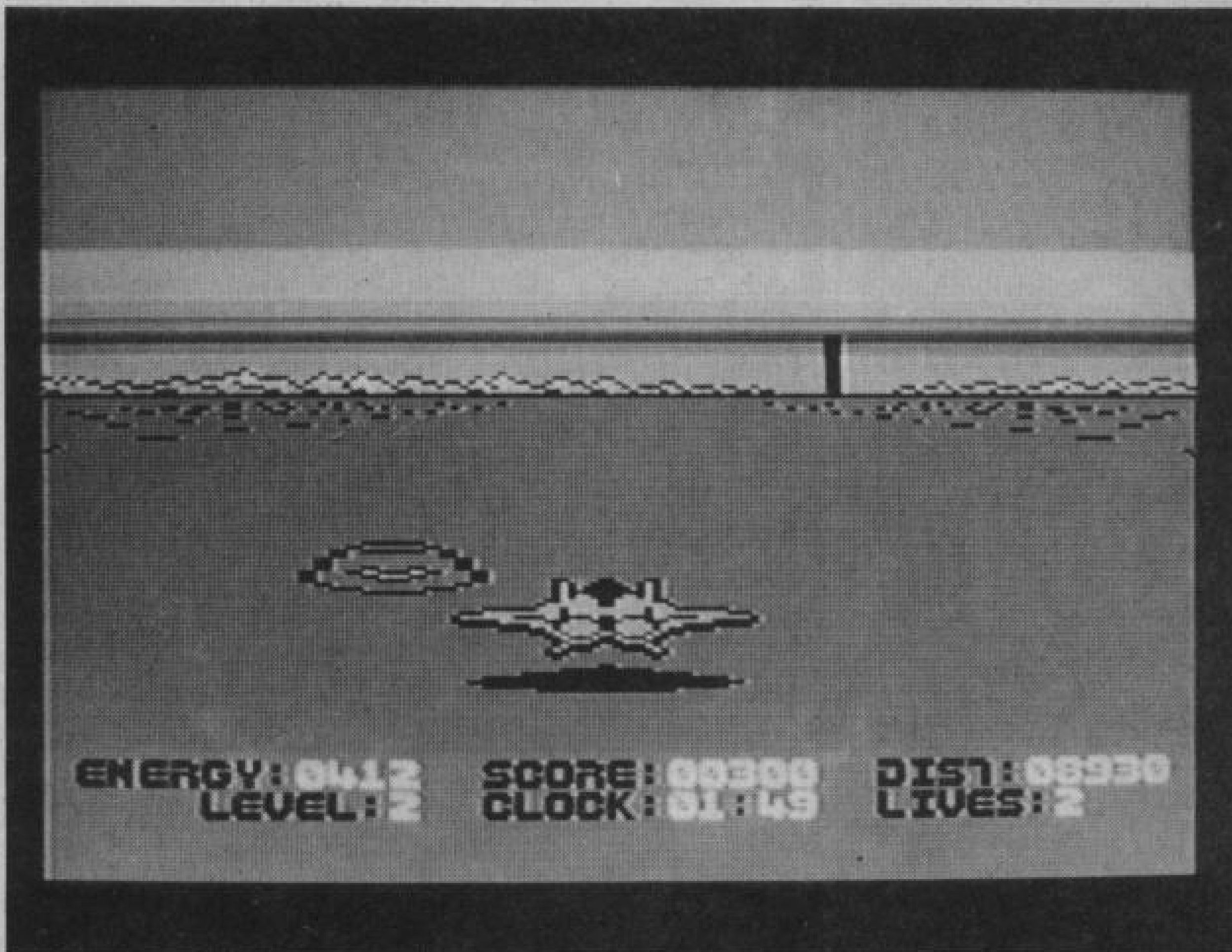
Value for money 68%
Nothing particularly special.

Overall 71%
Nice for your peepers and lugs but not much of a game.



STEALTH

Ariolasoft/Broderbund, £9.95 cass, joystick only.



You are alone on a strange and barren planet, the only feature which catches your notice being the Dark Tower. This huge black monolith towering into the sky is where the evil Council of Nine reside and they're planning their invasion of Earth.



As shoot em ups go I don't think that Stealth *is a particularly inspiring one. The 3D effect doesn't work that well, being unconvincing and unrealistic, but at least the sprites aren't so bad. The sound is as weak as the graphics with a reasonable title tune and effects but little else worthy of mention. The gameplay is unoriginal and unexciting and I found the whole thing became very boring to play, very quickly.*

Armed with only your Stealth Starfighter you have to penetrate the defences of the Tower and destroy it . . . for if you don't, the future of freedom on Earth lies in peril. With that ominous information you set of and race over the planet to try to reach the Tower.

Stealth is a *Buck Rogers* type game with the similar sort of graphics, presentation and gameplay. You start a certain distance from the Tower and you have to skim across the surface of the planet towards it. There is a counter on screen which diminishes only when you are actually heading towards the tower, if you turn away from it then the counter will start increasing the distance (like in real life).

You also have a limited amount of energy that also diminishes whilst you're flying and when you're hit by enemy fire. Luckily it can be replenished by going over one of the yellow energy fields dotted over the landscape. These act as fuel tanks and add to your energy total. During a game it's vital to go over quite a few of these fields otherwise you'll find yourself running out of energy before you get anywhere near the Tower. Acting negatively to the yellow fields are the red energy fields — if you go over one then it knocks energy off





Stealth *has some very pretty 3D graphics, and when you first play it seems very impressive. The trouble is that it suffers from* 'Scramble *syndrome' — when you complete a mission you start exactly the same mission again, only at a higher difficulty level. This means that once you've been through it a couple of times the game tends to become rather boring. There is a fair bit of challenge in actually reaching the tower, but the game only has five difficulty levels and I can see that mastering it won't take too long.*

your total, a thing that you don't want to happen. The speed at which you pass over either type of field is important as well. The longer your ship is above one, the greater that field's particular effect on you.

On the way to the Tower you encounter several types of alien hazards; these being tanks, planes, heat-seeking missiles, volcanoes, bunkers and radar towers. The bunkers are the most deadly of them all and fire heaps of highly accurate bullets at you when you get near them. Radar towers fire heat-seekers on higher levels and the tanks and planes make regular appearances and try to track and bomb you.

If you manage to get to the tower then you have the opportunity to shoot at it and if you're on target then the whole thing will explode impressively and you can move onto a higher level with more aliens and fewer yellow energy fields.

Presentation 61%
Level select and nice title screen.

Graphics 79%
Very pretty, with excellent 3D.

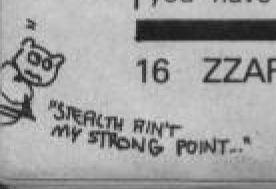
Sound 54%
Average title tunes and a couple of blasting noises.

Hookability 69%
Destroying the tower takes a little doing . . .

Lastability 46%
. . . but once done boredom sets in.

Value for money 53%
Just an extension on the *Buck Roger* theme.

Overall 56%
Better shoot em ups are available.





The Universe is out of control, contracting into chaos. Matter becomes energy in a cataclysmic chain reaction of disorder. Comets of fire cascade through the heavens – messengers of imminent doom.

Your mission: to restore order to the Universe by destroying chaos wherever it appears.

Your chances of survival: NIL

". . . and you thought the Apocalypse was gonna be bad!!!!"

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ZZAP! RRAP . . .

Life seems to have been rather hectic recently, what with the PCW Show — not that I spent more than an hour wandering around on one of the trade days, but five days out of everyone's schedule does make for something of a black time hole. Ludlow seems very quiet after the noise and bustle of Olympia, especially to country bumkins like Penn, Rignall, Sumner and Mangram. It's okay for big city sleezers like our new man Gary Liddon, but the rest of us like a peaceful life — witter, witter, witter . . .

Onto this month's RRAP — another fairly mixed bunch of letters without too many singular obssessions, and the letter I thought deserved the software prize this month goes to this one below, because I think the sentiments are good . . .

LETTER OF THE MONTH

LETTER FROM A NUN

Dear Editor,
Having read your interesting advertisement in the September issue of Writers' Monthly, I write to say what a splendid work you have recently begun. So you are catering for games and sport which in my opinion means time well spent on suitable, recreational work. You will gradually lessen the vandalism which seems to be operative in every town, village and city. Well done . . . May it succeed for many long years. As I go about the streets and lanes in our area, I am convinced that so much destruction goes on simply because the youth of today have nothing better to do. Some are not educated enough to take on higher studies, or maybe they lack the intelligence. Others just glory in damaging property and what belongs to other people. Games of quite another type are just what they need. The evening classes which will be commencing in mid September have much to offer but some tastes are not easy to please. Your offer may just be their 'cup of tea.'

I like the phrase in your advert; 'This magazine is dedicated to entertainment . . . The word dedication means a lot to me. I see it as doing one's job properly . . . everybody's service. I'd like a computer game and when the cost goes down, maybe I will have one for the youth in this this area, many of whom come to me for music lessons and folk—song.
Very sincerely,
Sister Mary Laurence, Leamington Spa

And so say all of us . . . LM

WHAT ABOUT THE RELEASE DATE, MATE?

Dear Lloyd,
After seeing the review of *Beach Head II* in issue four, and after reading the words, 'The long awaited follow on to *Beach Head* is here', I rushed straight out to my local computer store to buy this program only to be told that it had not arrived yet.

Accepting that they are not the most up to date shop in the world (they're still trying to sell *Attack of the Mutant Camels* for nine quid), I travelled five miles to a larger shop but received the same answer. By now I was getting desperate and took the train to Oxford Street. At last there was someone who knew when it was going to appear . . . August 12th. August 12th? That meant I was going to have to wait three weeks for a program which you said was already here.

For all the money I spent out on numerous train and bus fares, not to mention all the phone calls to different shops, I just wish that you could have taken into account when most people would have read your magazine and printed an approximate date for general availability. I'm not saying that you are the only magazine to do this. Indeed one magazine (no names but their initials are CU) printed their review of the game in their July issue!

I'm sure there are many other readers who have had the same problems, so if ZZAP! is to remain the best magazine for Commodore software please, please, please print an expected release date with all of your reviews.
Duncan Hale, Herts.

Perhaps Jazza (who lost the Challenge then?) Rignall, guilty of the crime, better explain . . .

'When I said that Beach Head II *was here I meant that it was finished and ready to go out as in 'at last they've finished and it's here' (specially after seeing the advert several months before). The trouble with printing release dates is that they're more trouble than they're worth — a large percentage aren't strictly adhered to (Elite for example).* **JR**

There is a ruling by GOD (Guild of Software Distributors) that companies should have official release dates, and this situation is tending to improve. LM

WHERE'S THE RED ARROWS?

Dear Editor,
I am writing in reference to your 'Draw a Red Arrows Flying Machine' competition in issue two. I entered this competition and my name was printed in issue five as one of the one hundred winners. I have been waiting now for about thirty days but there has been no sign of my game. Could you please see what has happened to it?
Craig Baird, Rutland, Leicestershire.

The delay is simply due to the fact that (at the time of writing) the game hasn't yet been completed. Database said that they would have a finished product in time for the closing date of the competition, but unfortunately nothing has materialised on the Commodore, only on the Spectrum and the Amstrad. By the time you read this, however, I hope you will have received your copy of the game.
LM

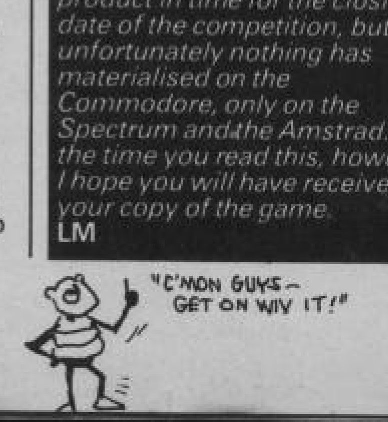
OLDIE, BUT GOODIE

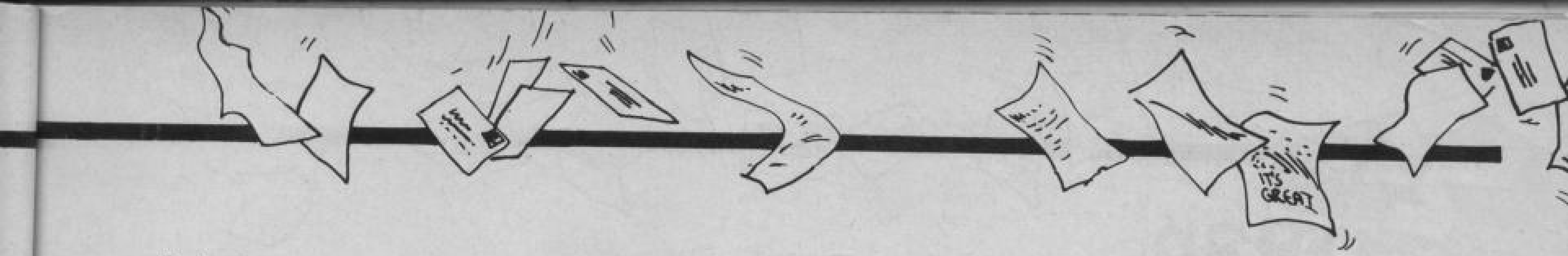
Dear sirs,
It may come as something as a shock to you youngsters to receive a rave letter from someone who could only be mentioned in the same breath as the Loch Ness Monster or the Yeti, a hitherto imagined but as yet undiscovered species, the middle-aged Computer gamer. There are more revelations. I know of at least four others of the same venerable age and standing and there must be even more out there, waiting to discover that they are no longer alone. We are what will be a whole generation of 'megafans' in twenty year's time.

Many moons ago, my now long suffering spouse bought me a Binatone 'Pong' machine. Since then I have progressed through the old Atari, the Intellivision and now the C64 which I bought two years a go, and from which I am unlikely to upgrade for some time. So what, you may ask, are the abilities, habits and interests of this envious new breed? Probably enjoys easily paced adventurers and occasional games of video chess, or more likely, the C64 recharges his pacemaker. Nothing of the sort. Sports simulations are my particular fetish.

Enough of this rambling. I may well be proving that this new species could be an extremely boring one, and so to the main point of my letter. My son and I wish to add our own appreciation of your excellent magazine. We knew it would be good as we subscribe to CRASH (another excellent publication for another excellent computer). We particularly commend the honesty and frankness of your reviews. The reviewers make it clear that their's is a personal but experienced opinion and will declare any lack of competence or experience on their part. We have no complaints, only praise for your magazine and its staff.

Finally, regarding the well trodden area of piracy, and the cost of tapes, I count myself as being fortunate to have the means not to have to make a consideration on that score. The temptation to the less fortunate must be overwhelming





considering the vast numbers of excellent, addictive games.

Well, I trust that the observations from one of the older generation of your adherents has been of some interest. As you can appreciate, a letter of this size can be quite tiring for an old timer. Besides, I must conserve enough energy to complete a few circuits of *Pitstop II* before bedtime. I wish you all the success that your magazine deserves.
PR Borland, Southend, Essex

I know just how you feel — sometimes, after reading through hundreds of CRASH and ZZAP! letters, I feel like I'm a hundred years old, wheeze, creak . . . but I don't really see why fast computer games should be the sole preserve of youngsters like me (ahem)! Thanks for the kind comments, and keep enjoying the games.
LM

ZZAP! BECOMING BORING?

Dear ZZAP!
Right from the first page of the first edition, I enjoyed your mag but now you are talking about discussing modems and doing sections on Micronet. Why do you need to do this? Isn't there enough games software each month to review? In issue three, you subtly but quite rightly slagged off Commodore User *(Did we? -LM)*, but now you seem as if you want to follow in its footsteps (ie bore the readers with reviews of peripherals). Please don't. Leave the mag just as it is — unique and totally ace.
Gary Carr, Moray

I'm being buffeted by the winsome duo who claim they go under the weird name of GargaJaz, scourge of the Compunet system — I'd better let them have a stand (you have to imagine the next paragraph in a sort of stereo effect) . . .

'We think it only fair to occasionally have a 'serious' article now and then. It's obvious that you've never been up on the 'net', it's brilliant fun and we're sure that you'll be very interested when you read about it . . . anyway even a 'serious' article is fun! **Gargajaz**

ZZAP YANK OFF

Dear ZZAP!
I thought I'd write to ZZAP! with a suggestion that would make an already superlative magazine, perfect. Since many CBM 64 games arrive from America, how about more news on the latest releases from the USA. How about ZZAP! joining forces with an American mag to bring the latest releases from the respective companies to both sides of the Atlantic. I'm sure this idea would be welcomed by all the readers concerned.

I mean, are the yanks missing out on *Elite*, *The Fourth Protocol* etc? And what are we missing out on? I hope you consider my suggestion.
J Briggs, Monifieth, Dundee

Yeah! And perhaps we could send the 'Fun Boy Three' over to America and get some decent, upright Americans here instead. It's certainly an interesting idea and one we have entertained more than once. A difficulty (there's always a bug in every program) is that American mags tend, like Americans at times, to be very insular and reckon it all happens in the States so why bother with the rest of the world? Still, we'll continue to work on the idea and see what happens.
LM

WRONG WRATINGS

Dear Human (I hope),
Before you throw this letter away, thinking it's just another creepy-crawlie, I would just like to say that the mag is good, great in fact. However, it does contain a minor bug (not Rockford, though he is an idiot).

I came across it as I was reading through the 64 Top Thirty. It suddenly became apparent that some of the ZZAP! ratings given were inaccurate.

The biggest culprit was the Top Thirty in issue four, although issue five was bad as well. For example the *Elite* rating issue one was 95%. The Top Thirty rating was only 92%. *Pitstop II* had a rating of 89% in issue two, yet the Top Thirty said it was 91%. *International Basketball* had an issue two rating of 92% but was later promoted by 1% in the charts.

And these were not all. Others included *Bounty Bob*, *Spyhunter*, *Lords of Midnight* and *Dambusters*. What's wrong? Are the staff at ZZAP! 64 cracking up under the pressure of stardom, or have they been infiltrated by Your 64 saboteurs? Come on, ZZAP! Clean up the act and sort out the bugs.
Yours Error-findingly,
M Bramble

Yes it's all true — the pressure — THE PRESSURE! Can we take it!? Yes you are right, there have been a few changes in some of the ratings over the last couple of issues, but thankfully not for the reasons you mention (we love PRESSSSURRRRE, it's what make us all tick (that's something you get in your cheek when your nerves are about to give way)). If you look back on the first three issues of ZZAP! you should notice that there wasn't such a thing as an OVERALL rating, only a VALUE FOR MONEY guide. Hence the reason for the different percentages — the ones now given are what would have been the OVERALL rating if such a category had existed previously — at least, this is what Julian tells me, and who am I to gainsay the guy that lost the ZZAP! Challenge last month — hah!
LM

ZZAP! SEX HORROR SENSATION.

Dear Lloyd,
I am sick to death of the sexist attitude of computer mags, yours included. No, don't start thinking this letter will come in handy when you run out of Andrex, this is a valid point.

Under the excuse of humour, you seem to enjoy making out that women are hoover pushing morons who know absolutely zilch about computers. As far as you're concerned, the nearest that girls get to understanding computers is feeding the disk drive with jam butties. Mothers are so ignorant that they switch off your 64 just when the high score tables are only a few zaps away. These so called 'jokes' may be highly amusing but don't forget that there are a lot of men who know nothing about computers and there are a lot of women who do (me for example). So stop poking fun.

Adverts are guilty of this too. The pictures usually show a bloke waggling the joystick while the girls just stand back, admiring his skill. Okay, so fewer girls play computer games; no particular reason why. But that's no excuse to keep slagging them off all the time. Calling us the fairer sex — hah! No such thing. Doting dumb blonds are figments of your imagination — eg that glorified drivel, The Terminal Man.

I am fifteen and enjoy playing computer games and reading ZZAP! as much as any lad, so stop this degrading mockery. A lot of kids read ZZAP! and you are infuencing them, apart from putting off other girls. So wise up and realise that you don't need a large shoe size and a hairy chest to use a computer.
Cleopatra IV (alias Holly Stewart), Lancashire

Julian is constantly being beaten by his girlfriend so I'll hand over to him for a reply . . . 'Have you seen a certain Miss Watson lurking about the score tables. Well, she's my girlfriend (we met on the pier arcade Aberystwyth) so don't tell me



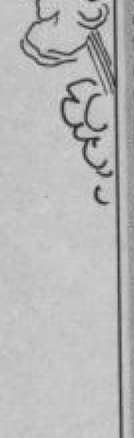


ZZAP! RRAP

that I know nothing about ace female gameplayers (being defeated at *Rescue on Fractalus* time after time is no joke). When we referred to the fairer sex we meant it as a compliment, not detrementally . . . there's no male chauvinism here. It's still nice to get letters from females . . . even though they're few and far between.' **JR**

I'm a bit puzzled as to where you get the idea that doting dumb blonds have anything to do with the Terminal Man?
LM

LISTINGS PLEASE!



Dear ZZAP!,
I think you should introduce program listings into your mag. Not for silly little games but for useful things like sprite collision detectors, hires graphics and music. There should also be more letters like this one and not just the average suckers who only want a free game (although I wouldn't mind one). And you should definitely have a section on arcade machines, comparing them with the 64 so we can find out if it really has got arcade quality graphics and joystick playability.
Barclay Ravenscroft

It's obviously hard to please everybody — only a moment ago we have someone complaining about putting in technical things, and now we have you wanting technical program listings! The trouble with listings (no matter how admirable or serious their intention) is that they look so booooring (as Rignall would say), and after some considerable research into the matter, we know the overwhelming majority of readers don't want them. As for arcade machines — what do they really have to do with home computers? Okay, so the games are often inspired by or copied from arcade machines, but do you really want to know how they compare? I'm sure most people will take that on faith.
LM

LETTER FROM A MUMMY

Dear Lloyd,
Never before have I put pen to paper to write to a magazine and I only do so now out of sheer anger after reading Filthy Fred's letter. Why you bothered to give that bedlamite 'airing space' is beyond me. He was obviously pandering to his own ego and probably struts around with it highly inflated, thinking how good he must be to have had his letter published . . . poor, demented little fool.

What really baffles me however, is why, if he thinks your magazine is so full of crap, does he continue to read it? Judging by his moronic, unintelligent ramblings, he is certainly well up on the contents of its pages. Therefore one can only assume that he is a pathological liar. If I thought a magazine was beginning to 'stink' I certainly wouldn't read it.

From my humble point of view, I think that ZZAP! is the best magazine in its field and sincerely hope that you will keep up the good work. Far from being a twelve year old, I am a fairly busy housewife of thirty—four and until early this year, computers did not really figure in my life. They were just something that my two teenage children raved about. I began to feel left behind and so I did finally purchase my 64. Although some early mistakes were made on software, and I wasn't very good at games, I now have ZZAP! for guidance. We haven't been disappointed once. Those three boys really know their stuff and thanks to them we buy our games with assurance.

Let Filthy Fred go and bury his lousy head in an ant hill and leave your magazine to the people who really appreciate it. The freaks of this world should stick to what they understand best — The Beano! Keep your chins up fellas, you're doing just fine.

Yours motheringly,
Mrs Joy Cook, Newark, Notts

Thanks for writing in Mum — I'll be home for tea around six . . . ! I'm glad the reviews and other bits and pieces have proved a reliable help — long may they continue to be so. And can I have kippers for supper . . . ?
LM

WE WANNA ATARI

Dear Lloyd,
As you lot were thinking about including Atari reviews in ZZAP!, I have a suggestion. Instead of giving Atari games a separate section (which would annoy many readers), why not do reviews of games which are the same on both machines (eg *Bounty Bob* and *Bruce Lee*). You could compare them and give them individual ratings.

Also will you stop printing competition entries on the other side of decent reviews as I hate chopping up ZZAP!
S King, Herts

I know there are some ZZAP! readers who own both 64s and Ataris who wouldn't mind seeing comparisons drawn, and some Atari owners who buy ZZAP! for the reviews anyway, but at the end of the day, this IS a Commodore 64 magazine, and reviewing games that happen to appear on both machines is a bit like reviewing QL software in a Spectrum magazine — it's not always very relevant.

You aren't the first to complain about cut out coupons backing editorial material you don't want to see cut up, and all I can say is that it isn't a policy to do this, but planning a monthly magazine with the extremely short 'lead' times we have to operate inevitably means some last minute juggling of the pages, and sometimes this puts coupons in the wrong places. Of course, an alternative is to have a few pages devoted to nothing but coupons for offers, competitions and the like, but these always look so deadly, and anyway, so many readers then forget to use them anyway, making mail order and postal sorting people's jobs so miserable. But we try . . .
LM

MINORITY SPOIL

Dear ZZAP!
Great mag but spoiled by a minority, namely people like Filthy Fred. It seems as though his IQ is smaller than his shoe size.
What's this? A cartoon strip. Terminal Man? Let's have a read — looks good — oh no . . . hang on, they've dropped a clanger. This was in CRASH. Naughty, naughty! Why did you do that?

I like the *Paradroid* diary, very amusing. I notice that the number of reviews has decreased along with the number of sizzlers, though.

Despite the fact that the Scorelord (lady?) considers JR to be a pain in the (cont. on page 202), I admire his gaming skill. Perhaps he will be beaten one day. Anyway, keep up the good work.
Richard Gibson, Bungay, Suffolk

There has been plenty of mail concerning the Terminal Man, most praising it, and of course the majority of readers have never seen it before. Quite why there is this insistence from people who happen to have seen CRASH from not letting ZZAP! readers who haven't seen CRASH see things they may enjoy, I just don't know. The amount of reviews in an issue obviously depends on how many games there are to review in a month — sometimes there are not as many as there are other times — seems logical to me. And Sizzlers sizzle when they sizzle, but perhaps we've just got a bit tougher on the ratings recently.
LM

MAY THE SCORELORD SHAKE AND TREMOR . . .

Dear Splat,
There are a few things that I would like to point out. The reviews, charts, challenge and ZZAP! Rrap are all excellent. That little bug(***), Rockford was funny back in issue one but since then he has become conceited and big headed. Why not squash the little 'cult' now, while you can? He is becoming a regular pain in the joystick. Each month I read your high score charts — Dingos' Kidneys, I say. Those score are all puny compared to those I have achieved!

On *Elite*, commander Leach has died over 1500 times docking at Diso. 3547 tyres have burst trying to finish the first loop of Brands Hatch in *Pitstop II*. 456 agents on impossible missions have successively failed to save the world. 1027 mutant camels have failed to save camelkind. 2704 back up men have been slimed. 3490 have crossed the beams whilst failing to catch slimers. 781 spy cars have been switch—bladed as they have left the weapons van. In *Exploding Fist*, I have perfected the art of getting a foot in the face and being beaten up by the first novice. 7177 men with bows and arrows have been eaten by giant spiders in the *Forbidden Forest*. To cap it all, I've just lost 42—0 to the computer on the first level of *International Soccer*!
Hoopy Commander Leach, Orpington

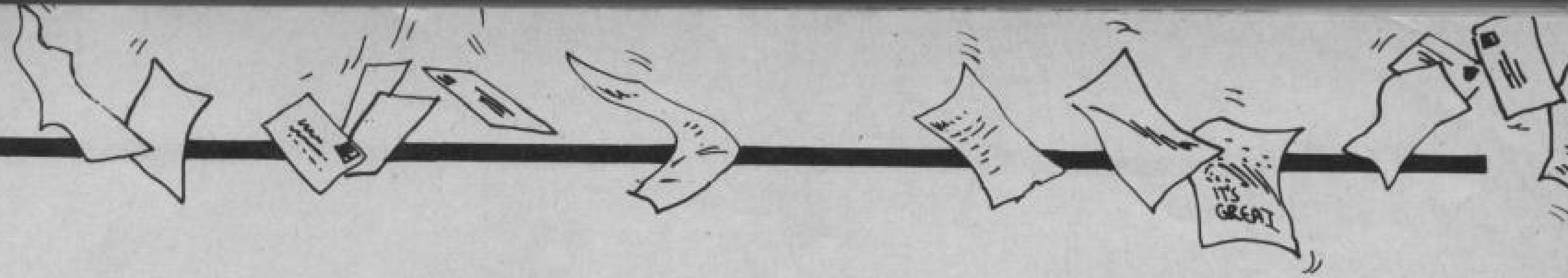
There's a nasty looking bloke looming over my shoulder breathing green steam down my neck and speaking in awsomely deep tones . . .

'This is the sort of dedication I like to see. You might not be one of the elite member of my wondrous ranks but you certainly show true spirit, puny Earthling. Perhaps a pair of arms might help you, I've got some of my old ones in the Command Module — take advantage of my truly generous and wonderful offer.
The Almighty Scorelord
Well you can't say fairer than that, can you Commander Leach?

DANE'S BANE

Dear ZZAP!
I am a Danish ZZAP! reader from Tonder, near the German border and I would like to ask a few questions.

How is it that ZZAP! arrives almost half a month late over here?



Does your subscription offer only apply in Britain, or does it apply to Denmark as well?

While we were on holiday in Scotland, my brother and I bought some software. I bought *Spy v Spy* which was good, but my other purchase, *Shadowfire* was slow to play and frustrating. Anyway, my brother beat me to buying *Elite*— Great! Superb! But what's all this fuss about docking music? No matter what I do, I can't get any docking music! My brother's just reached 'average.' Ah well, I'm only 'mostly harmless' and a fugitive at that. Every time I play, I have the sneaking suspicion that the police are watching me . . .

Jacob Skooler, Tonder, Denmark

Denmark is some distance away from Ludlow, so as you can imagine the mag takes a little bit longer to reach you. Magazine distribution is quite a slow process as soon as shipping is concerned, since the quantities involved as against the cost involved make flying magazines anywhere out of the question. Anyway, what's the panic — Australia is three months behind!!! **LM**

COMMODORE COP OUT

Dear Lloyd,

About seven months ago my computer stopped working. Luckily I still had the guarantee and sent it back to the shop. They then sent it to Commodore. Six months later, (five months late) it was sent back to me. I was very excited to have my 64 back but to my disappointment it still did not work. Yet on the packaging it had the label 'your Commodore 64 is in perfect working order.' I promptly sent it back to the shop explaining the situation to the assistant. He promptly changed my powerpack and my 64 was fine again. Couldn't Commodore, take into account the fact that the computer cannot work without a powerpack and consequently check the powerpack along the with the main console?

Then about a month later, four of my games stopped loading. I cleaned the C2N with a cleaning tape but still no luck. Finally I took the games back to the shop. They were each tested: I watched them all load and work. Only after buying a new C2N did my games finally work again.

I would like to warn 64 owners that if there is something wrong with their computers, they should first check both the powerpack and cassette recorder.

Sinan Ibrahim, Woodford, Essex

PS Why didn't the tape cleaner sort out the C2N properly?

There's a few sensible points there. In fact you would think that Commodore would check every component of the equipment, especially as, being electronics experts (?), they must be well aware that any electr(onic)al problem is always two, one hiding behind the other (this is the electrician's Sod's Law)! As to the cleaning tape not working, well that rather depends on what was wrong with your tape deck in the first place, which you don't say, but obviously it had nothing to do with dirty or misaligned heads. **LM**

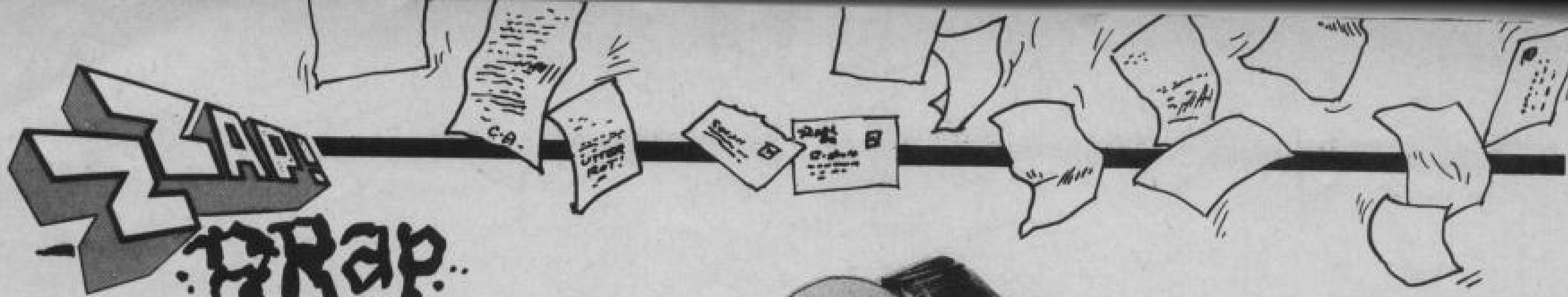
MOAN, MOAN, MOAN

Dear Lloyd,

I have bought every issue of ZZAP! 64, read every page of every one. I think that the letters of the month winners are all gruesome grovelling ZZAP!ites. Why should they get all the software? What about the rest of the letters that get published, don't they get anything? I think they should at least get a cheapo of their choice. I think that they'd be grateful.

Darren Oddie, Burnley, Lancs

I'm sure you're absolutely correct, Darren, everyone who had a letter published would be grateful indeed. There are some mags in this field who always gave their writers £5 per letter published but not surprisingly, few of them are left around, having gone out of business through extreme generosity! Besides which, are you seriously suggesting your letter is good enough to get a cheapo of your choice? All you've gone on about is cheapos of your choice. **LM**





ZZAP! SICKBAG

Dear ZZAP! 64,
My copies of issues three and four have been everywhere (well, more than your average ZZAP! gets around). They've been to Holland, Hull and on the North Sea ferries. When we went to East Germany, the guards took issue three off me, saying that it was propaganda! Luckily, I'd hidden issue four. Imagine my holiday in Poland without!

On the way back, we arrived in Rotterdam and the crossing back here was rough and a lot of people were sick. I'd left my cabin to go and play on the arcade machines and on my return I found my mum had been seasick all over the cover of issue four. I was mad. When we got home, I was sick all over my mum's jewelry box.

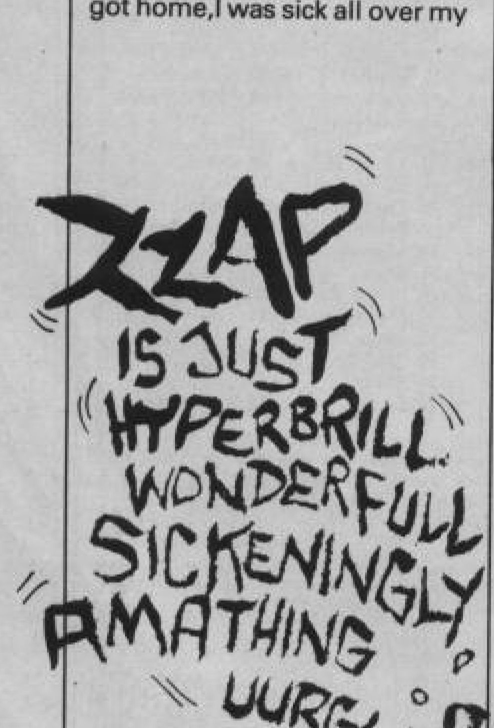
Revenge was sweet.
Allan Thomas, Doncaster, S Yorks

Ha! Those poor people behind the Iron Curtain use any excuse to purloin a quality Western product! Seriously, I'm really surprised at their actions, perhaps the mag was too colourful with happy people smiling from the pages? We shall never know. **LM**

ZZAP! SICKBAG Mk II

Dear Lloyd,
Now that I have subscribed to your magazine, I feel I may make a minor criticism. Will you stop printing letters that say how mega amazing ZZAP! is. How about some letters from people who have something useful to say? If I didn't like ZZAP! then I wouldn't bother to buy it — so why print all those nauseating letters? If I see one more, I will throw up. Oops, too late!
M Hopkins, Redditch, Worcs
PS You don't have any tips on how to remove stomach contents from a 64 console, do you?

Can I help it if you so kindly throw in glowing comments to your otherwise serious letters? What you don't realise is that I cut out 90% of all the 'nauseating' bits, which I know you all put in in a vain attempt to get the Letter of the Month prize — creeps! The stomach of a 64 is very delicate and certainly shouldn't be tampered with unless you are a qualified electronic surgeon.
LM



SOB STORY

Dear Lloyd,
Firstly, I write as a very angry, downtrodden, loyal subject of ZZAP! 64.

Secondly, I admit to being an ex- (dare I say it) Spectrum owner.

Thirdly, I am most definitely a very sick person, partly through owning a CBM 64. (Note that this is neither an attack on the Commodore's abilities nor is it an attack on its inabilities, I am very loyal). This letter is an attack on all the problems I've had with its software.

Before continuing, you'd better have a box of kleenex tissues ready.

The story begins about 3—4 months ago when I sold my Speccy, a few add-ons and some software. The money for these plus some savings were enough to get a C64 and a C2N. After two weeks of great satisfaction, I bought myself a joystick. and the game, *Flyer Fox*. I got back home and set everything up. The joystick worked fine and the game was fine — but the joystick port didn't work at all!

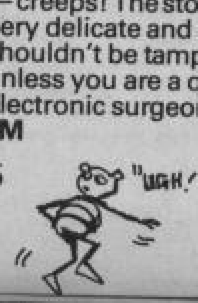
The next day that computer was returned and exchanged for new, thinking that it was just a bit of bad luck. My new machine worked for about one and a half months, when one day, feeling bored, I decided to play *Flyer Fox* again. The TV display was very interesting — it was totally blank. No power light was on the 64 yet the tape machine was working! The shop changed my machine once more and feeling lucky, I bought *Spy v Spy*.
I got home, read the game's instructions and set everything up. Guess what? NOTHING! Everything was the same as before. After a great deal of GBH to the earhole, I cried myself to sleep (Aww).
I got onto my father to change it again. You see, I bought the 64 from a bulk dealer twenty miles away, thinking that I'd save a few quid with buying it trade.

Well you can imagine what most fathers would say after having to do a forty mile round trip four times in two months. After a lot of persuasion, he took me back to get a refund on the computer and the game (which incidentally, had failed to load on a friend's machine). After beating up the staff and getting a refund we went to a good dealer in town and bought a new Commodore. (It must have been the fastest sale ever). Gradually, I began to build up a collection of games based on the ZZAP! reviews.

After a while though, things began to get messy. *Flyer Fox*, *Jet Pac*, and others had to be returned after various faults appeared. They also failed to load on my friend's computer (and he was sick of me by now as well). Other games refused to work only on my machine so I bought the Head Alignment package but this was to no avail. I dare not buy any more games in case they fail as well. Help me please, someone! My computer is still everything to me. What looks like happening now is that I will have to change my C2N.
K Glenn, Newcastle

And fade violins . . .
What can I say, Glenn? Some people just attract all the bad luck in the world. But if you keep thinking positively about everything, you're bound to generate a better aura around yourself and that starts to attract good luck to yourself. I read that in some mystical book back a year or so ago in my youth, and I've practised the discipline ever since — and look where it got me . . .

But enough of Mangram's philosophies. It's time for you to get on with the serious business of 64 games playing and read the rest of the magazine. I'm sorry to have to say this, but there is really no way either myself or Gargajaz (is that the right pronounciation?) can personally reply to letters, because there are too many, and there is too little time. So to avoid disappointment, don't enclose stamped addressed envelopes or things like that in the hope of a reply. If you have anything to say about programs on the 64, the industry in general, ZZAP! in particular or your navel specifically, write to ZZAP! RRAP, PO BOX 10, LUDLOW, SHROPSHIRE SY8 1DB, or drop us an MBX on Micronet (instant replies aren't possible there either because the confounded thing confuses me and I'm not much ZZAP! Towers anyway) or say something nice on Compunet if you like. FIN




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TOMY

HACKER

Activision, £9.99 cass, joystick with keys

Nobody in today's computer press would ever advocate breaking into a mainframe system to fiddle around inside. Cases of such things happening have made front page news before now. So it was all the more exciting when **Activision** announced that they would be creating a game based on exactly this situation. 'It'll be just like the real thing,' they said. The final creation is definitely worth the wait for anyone who has ever been curious about what *could* happen.

The game loads turbo-fashion, which is no bad thing nowadays, and you're not going to be kept waiting forever to see what goes on in this twilight world. When the load ends, you are presented with a blue screen and the phrase, **'Logon.'** Obviously they decided to throw you right in at the deep end! All you can do is attempt to guess the password that lets you into the game. The only help you may get is a prompt which 'reminds' you that the password has been changed and it is the location of the current test site — wherever and whatever that may be. If, after a few attempts, you fail to succeed in this rather difficult task, as you most probably will, the system decides you shouldn't really be around and begins the termination sequence.

When you get to this point, don't despair and turn your machine off — it's only the beginning. What follows is a simulated system crash and a 'security malfunction' which, as you may have guessed, lets you in one stage further.

At this point in the game you are still totally ignorant of what is supposed to be going on; a feature more typical of classic **Infocom** adventures than **Activision** games. The computer then draws a schematic of something called a Subterranean Remote Unit (or SRU for short). It begins doing a systems check on this particular unit and asks you to designate certain areas to be examined. You have to continue working through this section until you understand what each device is. This should not take more than a few minutes as there are only five things you need to identify. Once the vehicle is confirmed as being operative, you are taken to the next stage of the game.

A world map, overprinted with a grid network appears on the bottom part of the screen and an information window fills the top half. You are asked your name. There is no trick here and you may reply with any name you like. The computer then asks you to set up whichever time zone you are in. The world map has night and day areas defined on it and you may alter these with the joystick so that the display matches your time zone (a clever feature which we will come back to). Finally you are informed that your SRU is situated in the South Atlantic and the display changes again.

The map now shows your present position on the grid and highlights some major cities across the world. However the top part of the screen is split into three sections. On the left are a series of keyed input options which are highlighted when used. In the middle is the actual view from your SRU and on the right is a compass (to allow you to verify your present heading) and a small message window.



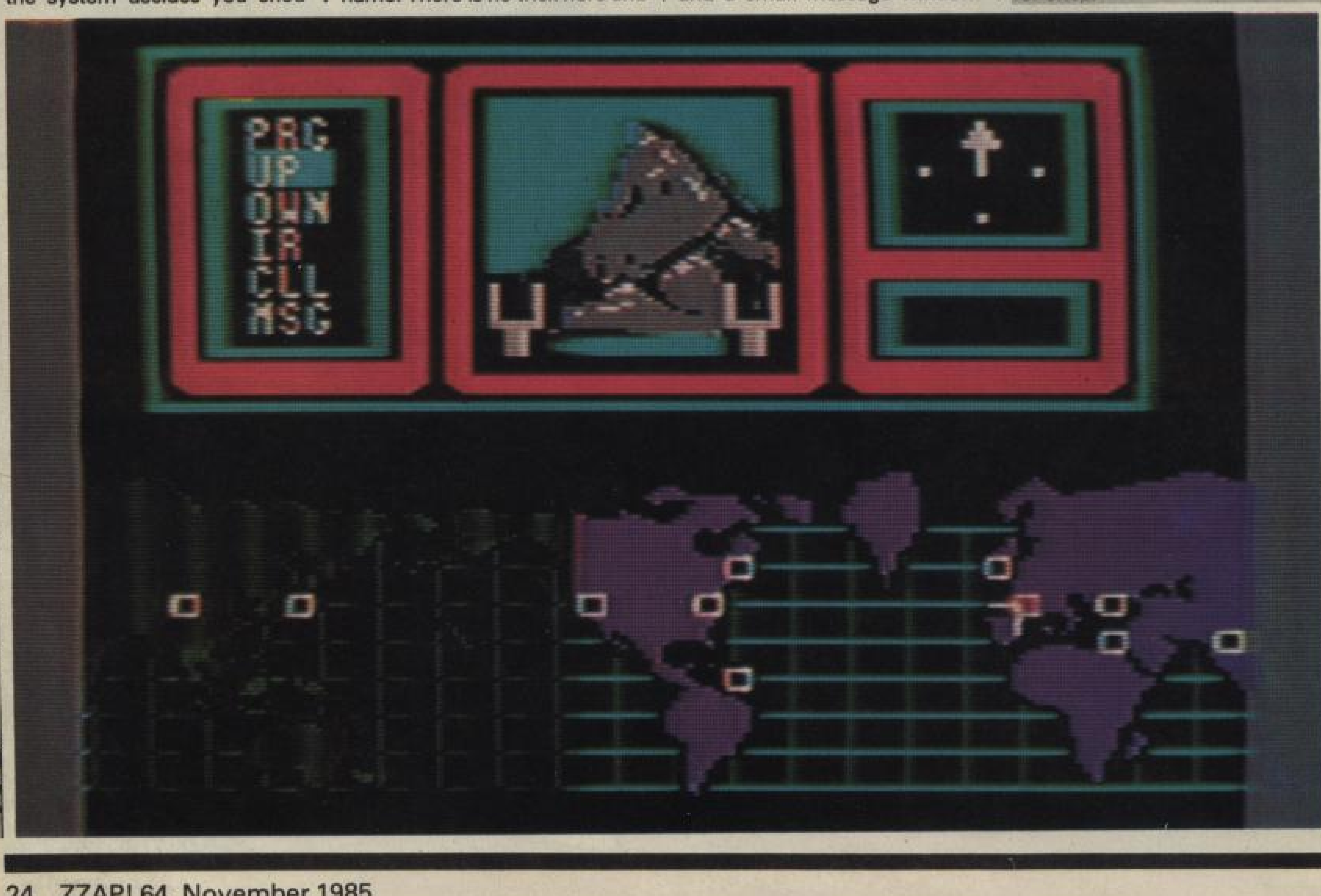
Hacker could be classed an **arcade adventure** *in as much as* System 15000 *was classed an* **adventure**. *As with* System 15000 *there an excellent atmosphere is generated, making the game incredibly absorbing to play. Both graphics and sound work extremely well, adding to the overall effect. This is an unusual game that provides many hours of harmless happy hacking and it's all done in the best possible taste.*

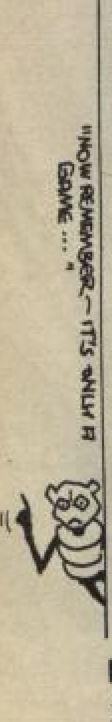
This is where the game really gets going. Almost straight away, the message sign starts to flash and on accessing the message, you uncover the purpose of your mission.

The computer you have inadvertantly broken into, belongs to a company called Magma Ltd. They have some kind of secret project being undertaken and you have arrived right when things are hotting up. Someone has stolen one of their secret documents and it is now in segments all over the world. Your mission (now you're here) is to uncover the pieces from the various cities and return them to



This is an odd sort of game, and is a cross between an adventure, a strategy and an arcade game all combining to make a thoroughly enjoyable program. Getting into the game isn't as hard as it first seems, but once you're in it takes quite a lot to stay there (it certainly helps if you take notes all the way through). The graphics are pretty good with some excellent touches when you zoom about in your underground vehicle and the spies are very well animated and look dead shifty. Hacker is a highly original program and I'd recommend it to someone who wants to give his (or her) grey matter a work out while playing a game for once.







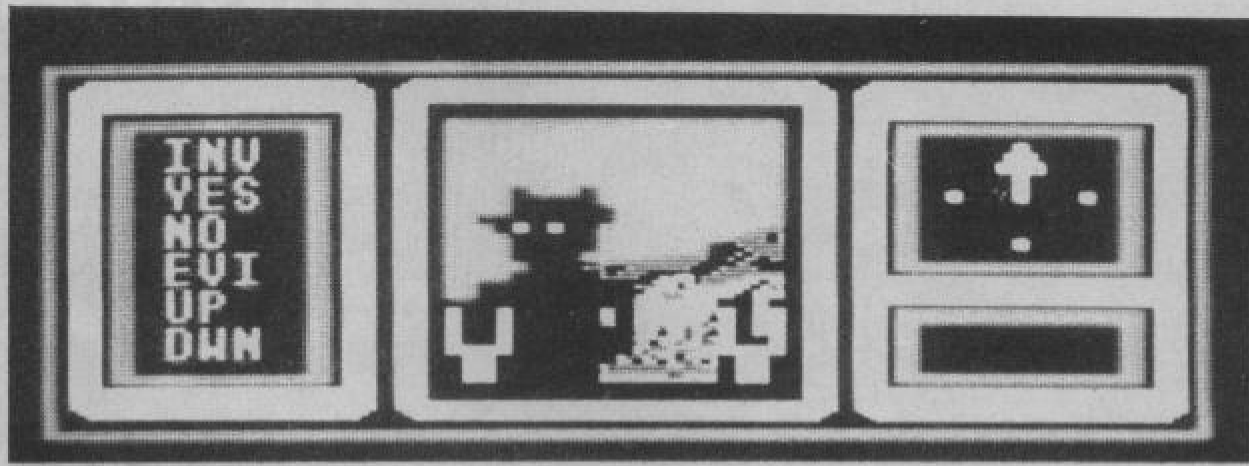
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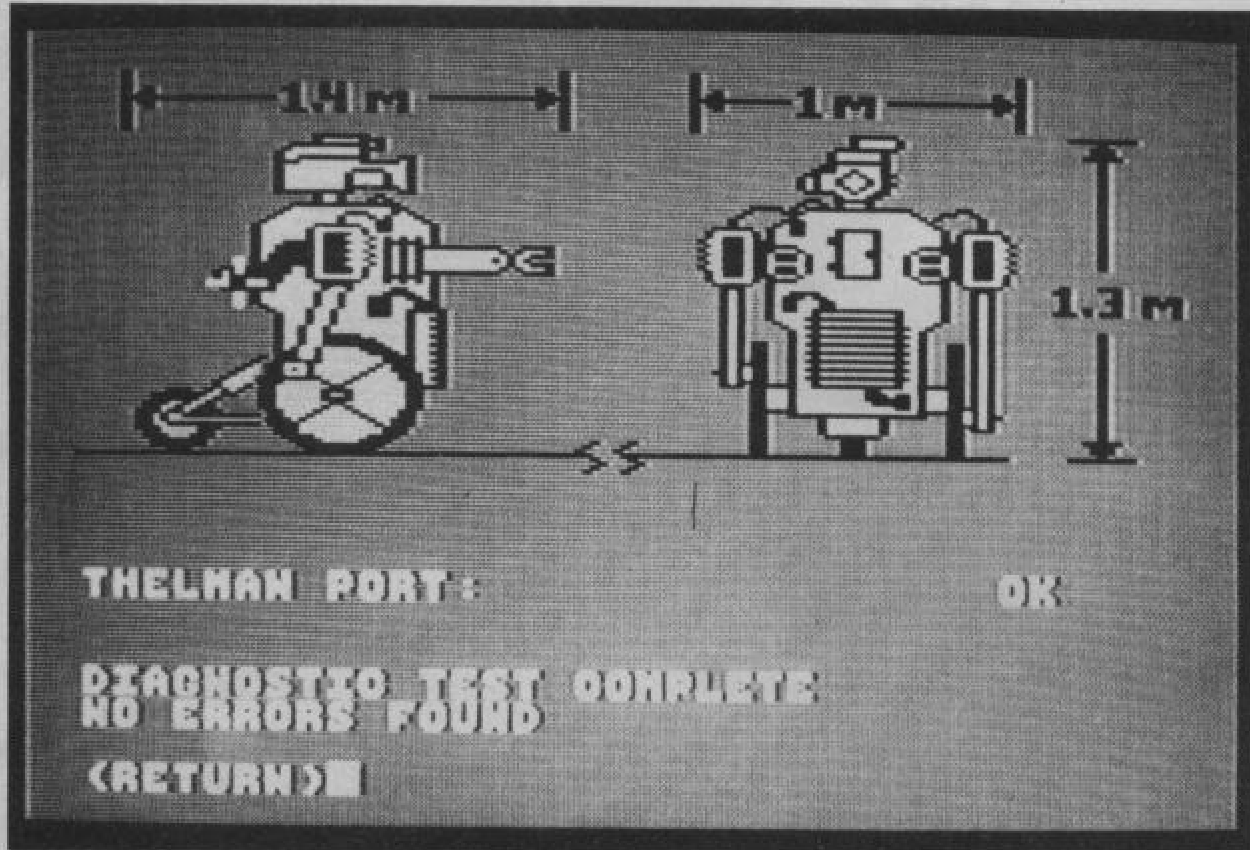
base. Here lies the first of many problems. Various international spies are in possession of these pieces and they are not ready to just give them away. They each want something that another spy already has — but you have no way of telling what. You might supply an agent with an item which allows you to take the segment from him but later on you may realise that the item was necessary for a different spy and by then it's too late! To cap it all, there's a time limit on the whole affair so you cannot spend forever on all the possibilties.

To think, however, that your problems should end there, would not be too unreasonable — but they don't. The tunnel network in the grid is far from perfect and there are rarely direct routes to anywhere. The catch is, it looks as if there are routes **everywhere**. It can take forever just to find out how to get from A to B.

Once you get to a city you can leave the underground system and reach the surface. If it is night time, you won't be able to see anything on your viewing screen unless you activate your infra red sensors. You can then examine a panoramic view of whichever city you are in.

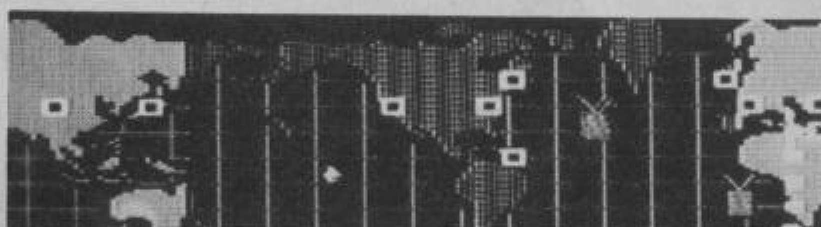
At this point you may attempt to call the local agent in order to parley with him. Each agent speaks in his natural language (don't worry, you get what they're talking about from the context). As was mentioned earlier, these agents are only







Everybody who saw the opening was impressed with it. It's simple, original, atmospheric and superbly executed. Hacker *gets off to an excellent start! The graphics all the way through are very smooth and colourful. The soundtrack is very simple but adds tremendous atmosphere. If you were playing this game in a darkly lit room at night, it would be totally captivating. The game isn't fast visually, but nevertheless the pace builds up a sense of urgency which is definitely in character. There aren't any glitches (that we found), so the overall impression is one of brilliant professionalism which is what should be expected from* **Activision**. *There are some really good features, for instance in the way that if you enter a city at night using infra red, the graphics are all drawn in shades of red — simple but extremely effective! Because of the unusual nature of* Hacker, *it may not appeal to some tastes, so it would be rash to recommend it out of hand. Still, there is no doubt that the game is a classic with qualities that few others can aspire to.*



bothered with what they can get from you and for the first few times, you may get their piece of document, but you might unintentionally put yourself in a bad position at the same time.

Back you go into the tunnel system to finish your quest. During your travels, you eventually get a message which lets you know that Magma Ltd are aware of the security breach you have caused. From this point on, the company send out satellites to find you. Every time they pass close by, they carry out a security check on you. Each one is harder than the last and unless you made notes early on in the game, you're going to be in trouble. If you fail to answer answer the security check questions, you are thrown out of the system. Eventually, security asks you where the test site is. This is the same as the log on code and is therefore as far as many people can get for the first few games. However, if you are successful enough before this point, you may find out that cryptic piece of information. Once it's in your possession, you can log on for future games without going through all the preliminary features.

Finally, when you have the document intact (you see it building up each time you obtain part of it), it must be taken to a particular agent if you are to succeed. That last part is harder than it sounds . . .

Presentation 91%
Deliberately no instructions, but this is the nature of the game and adds to the thrill.

Graphics 89%
Slick, professional and very effective.

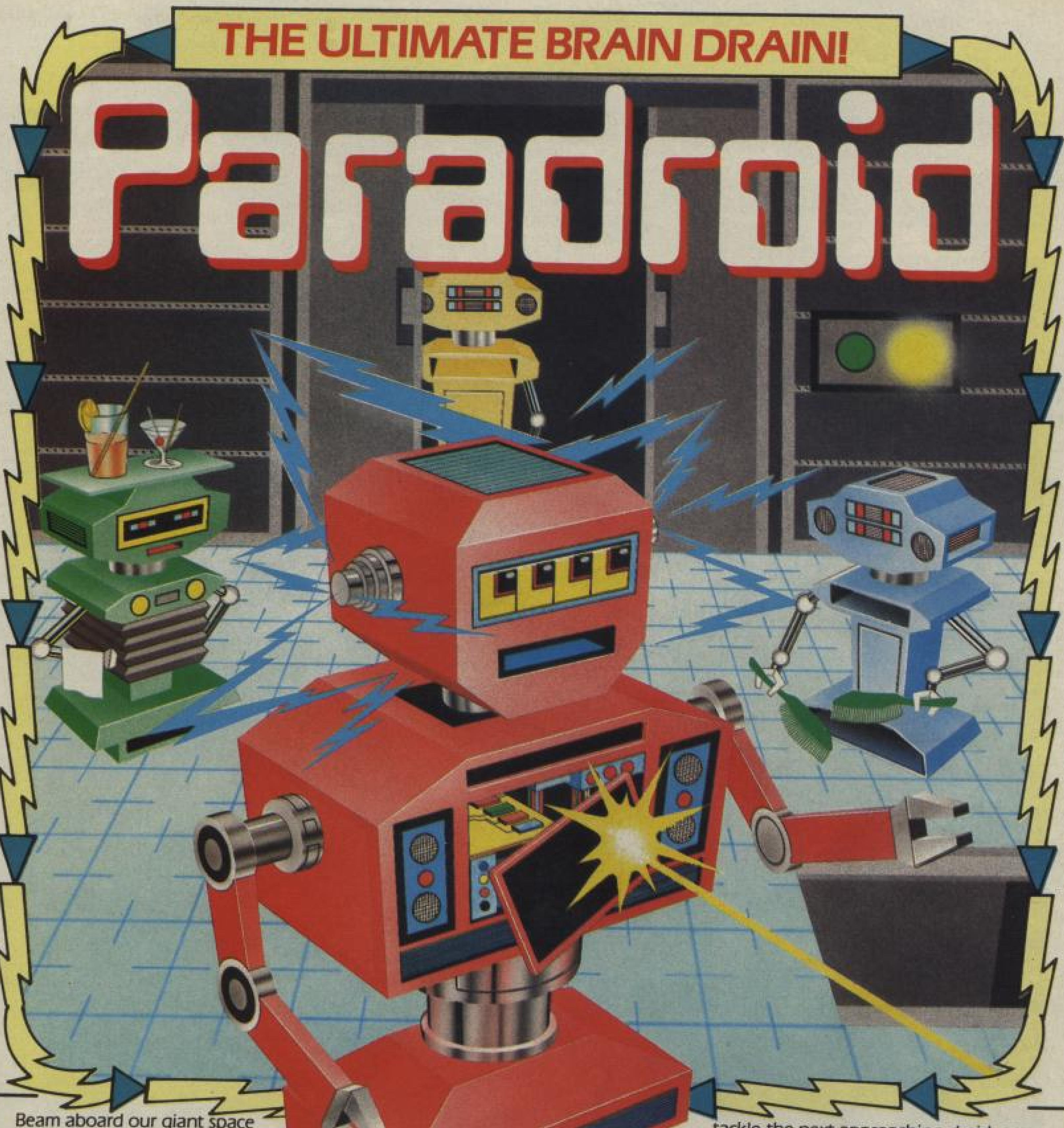
Sound 68%
Atmospheric, but little of it.

Hookability 88%
Sets the adrenalin going from your very first 'logon'.

Lastability 84%
A sufficiently complex game that is also involving.

Value For Money 83%
The going rate for a good game.

Overall 87%
Exciting and unusual approach to the arcade adventure genre.



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ZZAP! COMP

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So you think you know a bit about football, eh? Reckon you could manage World Cup-Winning squad? Well, McMillan can offer you the chance . . . . and it beats running around in the mud!

WORLD CUP SOCCER, the latest release from McMillan, comes complete with a thirty two page book which gives you tips and hints about football play and training. It's a mine of useful information on the game's history and development.

On cassette, there are two programs. World Cup Manager puts you in the hot seat — you have to choose your country and your players and then go for the Cup using a combination of strategic and arcade skills. World Cup Factfile puts stacks of information on the history of the Cup at your fingertips and features a one or two player quiz to test your knowledge.

Ray Clemence, Tottenham's Goalie, introduces the book — and will introduce the winners of this competition to the behind the scenes action at a Spurs home match! To enter the compo all you have to do is demonstrate you in-depth knowledge of football . . .

We've taken ten questions from the Factfile Quiz and if you fancy winning one of the fifty copies of the World Cup Soccer package that are up for grabs, or indeed one of the two VIP tickets to a Tottenham Game — get your thinking caps on! We'll be making the draw on 14th November, so get those entries in to

WORLD CUP SOCCER, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB

The Questions

1) Who won the World Cup in 1970? a) England, b) Brazil, c) Uruguay, d) Haiti, e) Columbia?

2) Who won the World Cup in 1982? a) Cameroon, b) Peru, c) Belgium, d) East Germany, e) Italy

3) In which city was the 1982 final played a) Mexico City, b) Madrid, c) Paris, d) Munich, e) Buenos Aires

4) In which city was the 1970 final played a) Mexico, b) Paris, c) Madrid, d) Munich, e) Rome

5) Which country hosted the 1974 World Cup a) West Germany, b) Columbia, c) Argentina, d) USA, e) Spain

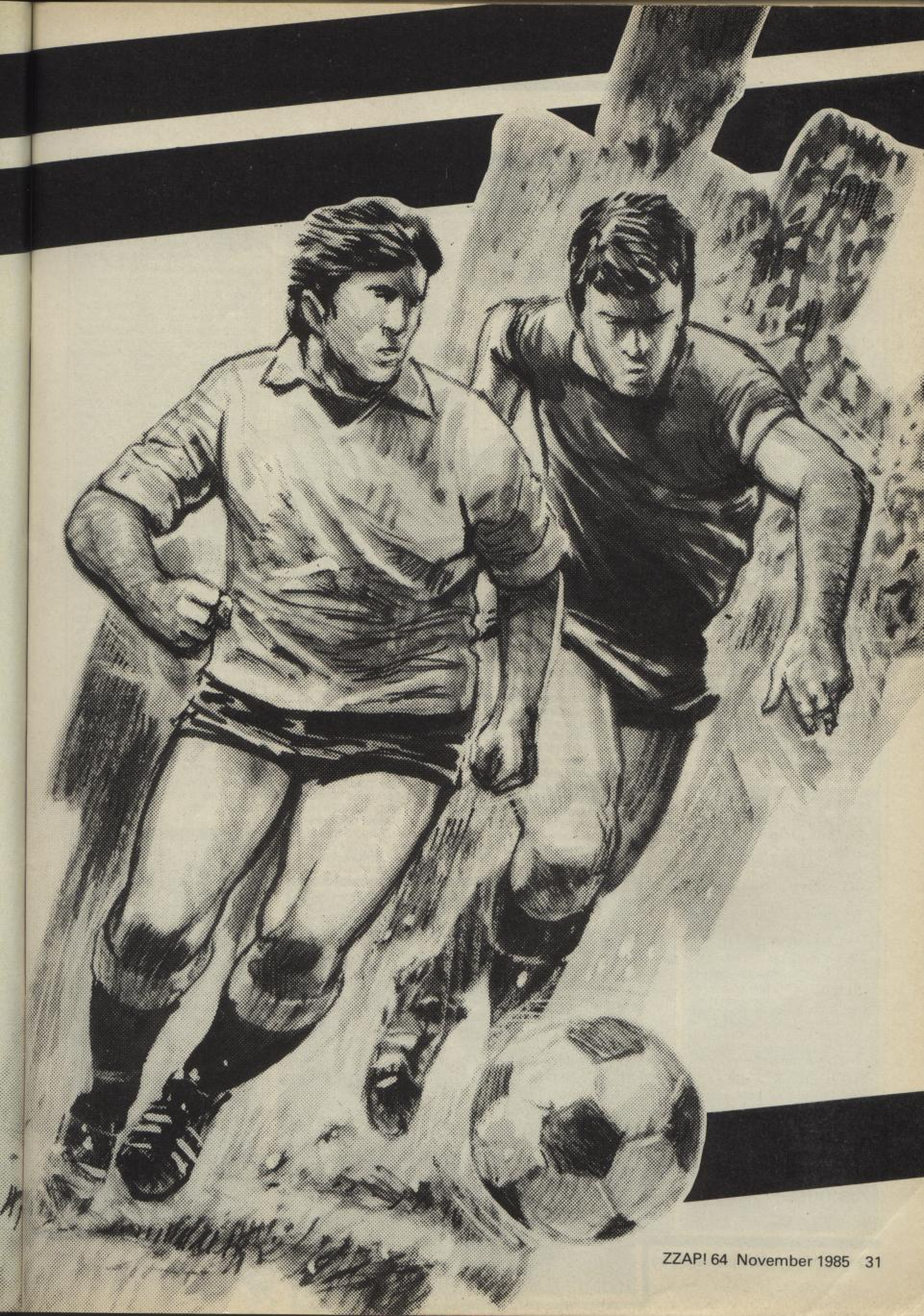
6) Which country hosted the 1978 World Cup a) Argentina, b) Cameroons, c) Iran, d) Zaire, e) Rumania

7) Who came second in 1970 a) West Germany, b) Australia, c) Turkey, d) Cuba, e) Italy

8) Who came second in 1982 a) West Germany, b) Kuwait, c) El Salvador, d) Cuba, e) Portugal

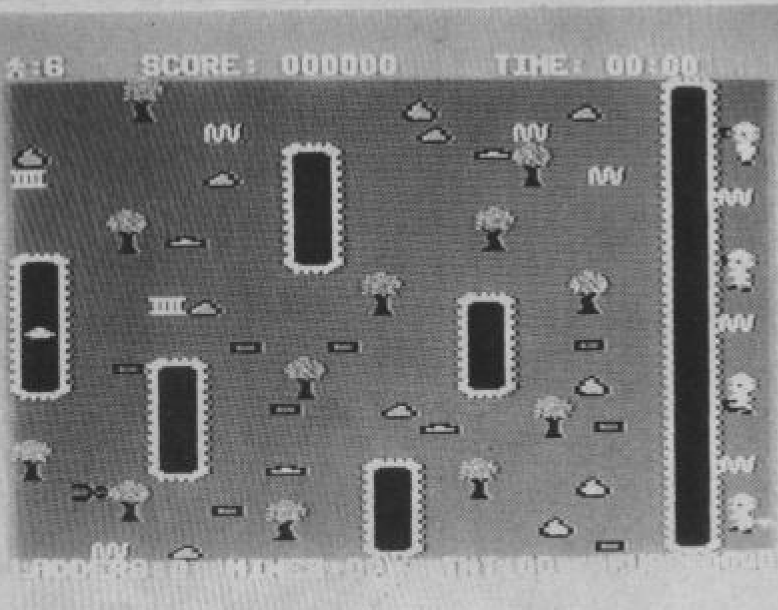
9) Who came third in 1974 a) Iran, b) El Salvador, c) Poland, d) Uruguay, e) Scotland

10) Who came third in 1978 a) East Germany, b)Italy, c) Germany, d) Honduras, e) Brazil



DOUGHBOY

US Gold/Synapse, £9.95 cass, £14.95 disk, joystick only



Doughboy from Synapse via US Gold hands you the responsibility of res cuing the President who is being held prisoner behind enemy lines. But first you must travel through five screens of war-ravaged landscape.

The way to clear each screen is to collect a key. The key is on the right hand side and you start on the left. In between (surprise, surprise) are various obstacles, getting harder and harder to pass as the game progress. To help get you past the various foes, the standard piece of equipment is a gun that may be fired in the direction of travel. The enemy is also armed with similar weapons and they have an unpleasant tendency to fire at you as soon as they get you in their gunsights. However, there are rocks, trees and trenches to use as shelter.

Killing the enemy is quite easy since they perish if you touch them and the pistol is just as effective. Also trying to get you is a guided missile on the far right hand side of the screen. It innocently moves up and down until it has matched up with you horizontally at which point the program gives a short warning sound and launches it. If there are no trenches to hide in then you have to blast it with your gun. It would be wise not to leave it too late as you can perish in the resulting explosion.

Whilst travelling through the game towards the final screen it is necessary to pick up certain objects so that you can get past obstacles that appear later on in the game. On the first screen you can collect ladders, TNT and dynamite. To collect them pass Doughboy over the object you want to pick up.

As you progress through the screens, the routes to collect the keys become more and more awkward. On the second screen there is a network of canals which prove deadly if you are unfortunate enough to fall into one. Positioned around these waterways are radar emplacements which may be used in an unusual manner; if you wait in front of one until a guided missile is launched at you and then blow it up just as it is about to fly past a radar emplacement, the resulting blast causes the radar tower to fall over and make a handy little bridge!



I haven't seen a game as unplayable as this for some time now, and I'm really surprised that US Gold have lowered their standards and have released such a bad game as this. The graphics and sound are extremely poor, with little animation and awful poops, booms and jingles but as for the gameplay!?! PLaying it is incredibly difficult because of the fiddly control, the pixel perfect manoeuvres required and the horrendous odds stacked against you. Two player mode is a joke — one player takes control of the doughboy and the other the rockets and tanks. When player two fires a rocket, or even presses the fire button player one can't move his man, consequently every rocket launched by player finds its target giving player one no chance. Getting through the six screens and rescuing the president is incredibly difficult, even with two players acting as a team! And to think, Summer Games II *is the same price . . . !*



Synapse, sorry Synsoft, haven't produced anything worthy of mention for some time now. Doughboy *falls into this category and quite possibly qualifies as one of the worst games yet released by US Gold. As a one player game it is incredibly difficult and frustrating to play but as a two player game . . . I think Gary Liddon and Julian have commented enough on the matter already! The graphics are small, rather crude, poorly animated and got me reminiscing about the good old days with my VIC 20. The sound wasn't much better with a couple of short tunes and few, unimaginative FX. Doughboy doesn't stand up too well as a budget release, let alone a standard one and it makes me wonder why US Gold bothered in the first place.*



Doughboy seems to be very dated and must have been available in the States for quite a while. Even the title credits its appearance as being 1984. The graphics are dated and the animation is awkward — the hero being a small figure with a maximum of three animation frames. Even though the box depicts a first World War scene I found myself bombing radar emplacements and avoiding guided missiles — seems out of place?. In two player mode the game became quite unplayable. Even though both players compete at once through two joysticks, if one player is moving the program can't cope when the other person tries to move and then you're stuck. The only real way of using two player mode is to play as team so you can see the final screen. I'd honestly place this as one of the worst US Gold games to date. Software of a far superior quality in both gameplay and graphics is available through various other companies' budget ranges.

On the final screen night has fallen and the only illumination is from the prison searchlights. Given this meagre view of the scene, you must blow up various emplacements and succeed in freeing the President. Once you have, he needs to be guided back to home territory past mines and mortars.

Included in the game is a two player mode where player two has control over the guided missile. The program only lets one person move at once so it becomes a real battle over joystick control.

Presentation 72%
A couple of options and a bearable intro screen.

Graphics 36%
Small, virtually inanimate figures and poor backdrops.

Sound 39%
Weak sound effects and tunes.

Hookability 33%
Incredibly unplayable and frustrating . . .

Lastability 17%
. . . and frustrating . . . and frustrating . . .

Value For Money 15%
Ridiculously over-priced and over here.

Overall 18%
US Gold's worst Atlantic crossing yet — should have sunk on the way over.





TRIVIA UK

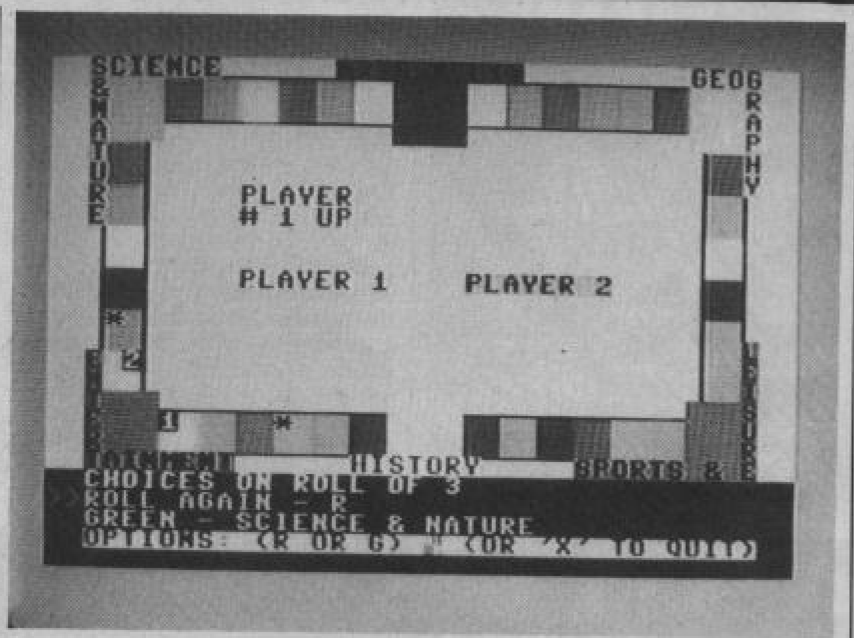
Anirog, £7.95, cass, joystick with keys

Trivial Pursuits is the most successful board game to have appeared in this decade, so it is only natural that it should spawn a plethora of carbon copy games. Such being the minds of promoters, no possible spin off can be left unturned. Not surprisingly, therefore, computer versions of the quiz have begun to appear all over the place — in September we reviewed US Gold's *Monster Trivia*. *Trivia UK* is **Anirog**'s addition to the market.

Most of these games tend to be similar to the original money spinner, but some details have to be altered to avoid copyright infringement. It is possible that *Trivia UK* is a licensed version of the game that started it all but there is no confirmation of this on the package. This is a little unusual as the game itself is a pretty close copy of *Trivial Pursuits*.

For those of you unfamiliar with that game, the general idea is that you move a playing piece across a board which is divided into a variety of squares, each representing one of six areas of general knowledge. On landing on a square, you have to answer a question (picked randomly from a large box of cards) from the corresponding area of knowledge. These areas are **History**, **Geography**, **Entertainment**, **Sports & Leisure**, **Art & Literature** and **Science & Nature**. If you answer the question incorrectly, play moves to the next player. You get another move each time you do answer correctly. Sometimes you will land on a square which says, 'Roll again,' and you do just that. At certain points on the board, there are highlighted squares, six of them, representing the different subjects. If you answer a question correctly on one of these squares, you get an appropriately coloured 'segment' that is slotted into your playing piece. When all six of the different segments have been collected, you have won. The simplicity of the rules is intended so that all the fun comes from the obscure questions and their often hilarious solutions.

The computer game comes as a two-cassette file in four parts, so there should be an awful lot of questions in there. The game itself may be played with between two and four people but there is NO single player option. The board, unlike the original, is a rectangle without spokes. This takes up most of the screen display with a lower information window where questions and their solutions appear, dice rolls are made (for board movement) and other miscellaneous information may be accessed. When a turn is taken, a series of die throws are shown and then graphically the player is shown the squares clockwise or anti-clockwise to which the piece may move. Using the keyboard to select the chosen colour of the square, the piece then moves and, unless the square is grey (roll again), a relevant question appears in the window. You are supposed to guess aloud for the benefit of the other players, and press fire for the answer. If you were correct, pressing fire again allows you to have another go. Collecting 'segments' on the important squares is shown in the centre of the board.





The game itself is not outstanding in play, except for the fact that the questions tend to be very well chosen and as far as I can tell, have accurate answers. The idea that a whole family will happily sit around the computer to play a game which they could probably enjoy in far more comfort around a table, is not one which bears favourable consideration but it might not be so bad for just two players. This game is not without its faults. In fact there are rather a lot of them, which is unfortunate because I think people tend to be less tolerant with games of this type than of arcade games or something of that nature. The game itself is both slow to load and play. There are so many questions, it is often necessary to wait for nearly a minute for a question to appear. The screen display is poor and it can be difficult at times to see, at a glance, where you are on the board. What's worse is that the colours chosen for text output are absolutely terrible and there were occasions when questions or options were totally unreadable unless seen on a monitor. The instruction leaflet is hardly precise and this can lead to problems during a game. It is quite possible that you will lose an unfinished game because of the way that extra data blocks are loaded in. The real problem for games like Trivia UK is that they have to have something that the board version has missing if people are to bother with them, and I don't think this one has. You may feel that the price makes it a good option but unless that factor is important to the majority of trivia freaks (which is doubtful given the success of their conventional counterparts), this game may well sink into oblivion.



The original board game is successful because it makes for a social affair, and the way I've played it, persons picking out the questions can also see the answers and then offer clues, which in themselves add to the flavour of the event. Trivia UK is one of those computer games that may appeal to people who like the original on which it's based, but it's also one of those games where the programmers have settled for a very basic graphic representation without any of the frills which help you to enjoy it. The result is an ugly looking board which I found quite confusing. It also takes an age to load the game, and the jolly little tune doesn't exactly compensate for the wait. One advantage it has over Monster Trivia *(apart from having English type questions instead of unanswerable American ones) is that you don't have to type in the answers and therefore you aren't at the mercy of an unintelligent interpreter.*

Presentation 34%
Packaging isn't bad but the game itself could look a lot better.

Graphics 9%
Cannot be as exciting as an arcade game but even so, they are very poorly handled.

Sound 25
Simple, but jolly tune, otherwise very basic beeps during play.

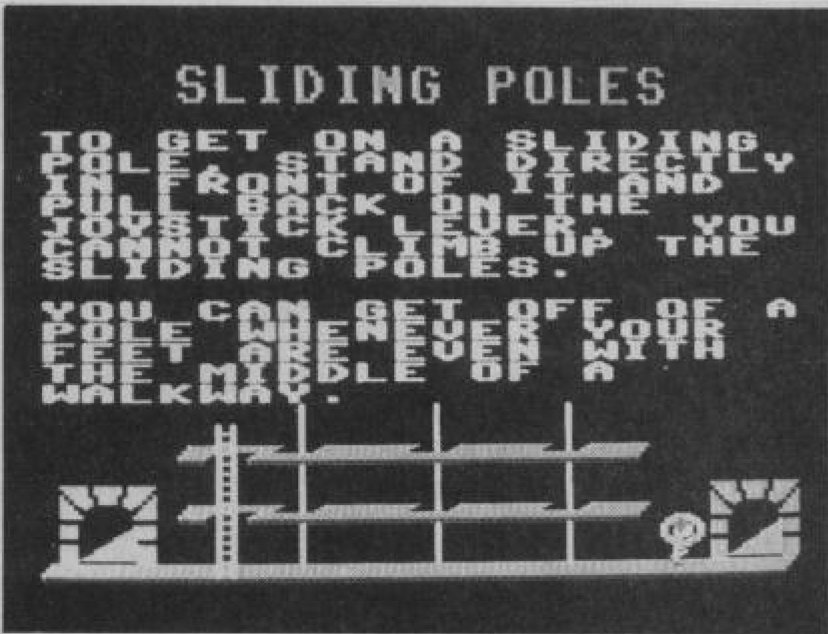
Hookability 61%
Depends on whether you like the type of game, and how many players you have.

Lastability 67%
If you do bear with it, there are a lot of questions.

Value for money 70%
It's still cheaper than the board game.

Overall 62%
May be alright for trivia fanatics who need their 'fix' of new questions.





THE CASTLES OF DOCTOR CREEP

Ariolasoft/Broderbund, £9.95 cass, £12.95 disk, joystick only

So, your company has transferred you to their Transylvanian office and you're looking for a place to live? Something private, spacious and with a view? Well we have just the thing for you: welcome to *The Castles of Doctor Creep!*

This is quite an old game but a new import from Ariolasoft. The scenario has the hero desperately trying to escape from Doctor Creep's Castles after being trapped within. The castle rooms take the now familiar platform format, garnished with a variety of ghoulish nasties. To move between platforms you are supplied with ladders and sliding poles. The latter are one way so it's well worth looking before you leap as it's very easy to become trapped.

Included in the package is a tutorial. The computer displays all the possible nasties you're likely to encounter and includes instructions on the best way of tackling them. Make a mistake after the computer has told you and you are demoted back to the beginning of the tutorial.

Each castle needs to be loaded from cassette using a similar method to that of one Ariolasoft's previous releases, *Loderunner*. When you have loaded the main program only the tutorial is present and the 13 different castles are held separately on the flip side. The castles all together make up a total of 200 rooms.

When starting, the map screen is displayed with an arrow pointing at the exit you are facing. Press fire and you travel through the passage at which the arrow points. At first the map only contains the screen you're set to move into but as you explore the castle, the map screen expands. Each room has several exits, colour coded in accordance to the map and the room to which it leads.

Nasties to look out for are Frankenstein's Monsters and Mummies. Both have different abilities and react and attack in different ways to your intrusion into their home. Walking past a mummy's sarcophagus causes him to awaken, whereupon he tries his best to catch you. His best isn't that good though, because he can't slide sown poles or climb ladders, making mummy dodging quite easy. Much more deadly is Frankenstein's Monster who **can** negotiate poles and ladders. The only way of unbolting him is to catch him under a lightning machine when you can throw the switch and it's goodbye Monster!

Other features include keys, trapdoors and teleportation booths, the latter allowing movement between various locations in a room. A room containing one also has a number of different coloured globes dotted about the screen. If you enter the booth and move the joystick down the colour of the transporter changes. Press fire and you teleport to the globe of the same colour as the booth. The trapdoors are operated by levers placed about the room. Trouble is, the mummies and Monsters can also operate the levers which can make things that bit more awkward and you may well find yourself plummeting to a grisly death through a mummy-operated trap door.



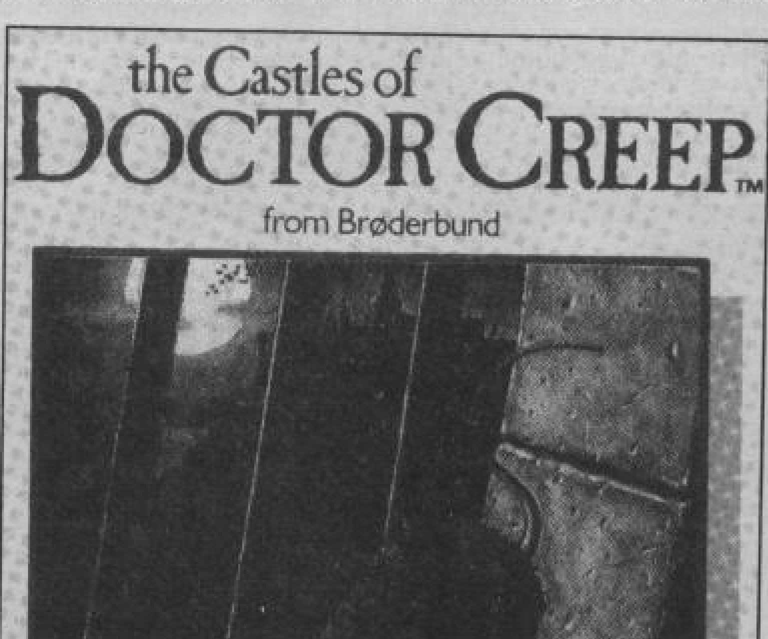
Despite relatively unimpressive graphics, this aardvark from Ariolasoft involves quite a lot of mindwork. The screens are complicated and fun to solve and the whole package is quite well presented, getting round the awkwardness of loading screens from tape well. The rooms are very detailed unlike many multi screen games, each requiring plenty of thought before actually solving them. The tutorial is a great idea apart from having to start from the beginning if you make a mistake. The different gameplay elements and vast array of rooms meant that The Castles of Dr. Creep *held my interest for some time.*



This was originally a disk based game and consequently I found that having to load each part of the game from cassette was a real pain. The game it self seems rather dated when you look at the graphics and animation — your man looks like a stick insect and the castle lacks in colour (even though castles are usually grey anyway). For some arcade adventurers this may provide some fun, but for me there was definitely something lacking.



The Castles of Doctor Creep *struck me as more of a glorified platform game than an arcade adventure. The many rooms are unimpressive to look at but there are some interesting puzzles to solve all the same. Both graphics and sound are weak, the former lacking in colour, definition and animation and the latter being unimaginative and sparse. Although this is quite a good game, it is one that would benefit from being somewhat cheaper.*



Presentation 82%
Great tutorial and effective loading system.

Graphics 52%
Poor sprites and average backdrops, both lacking in colour.

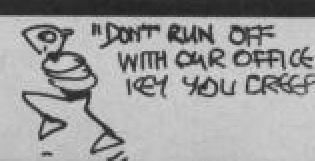
Sound 38%
Few sound effects but what is there is reasonably atmospheric.

Hookability 66%
Needs a lot of work to get into.

Lastability 64%
200 rooms should keep the challenge constant.

Value For Money 60%
The various 'pros' and 'cons' make it just above average.

Overall 65%
Good game if you like the type, but a bit dated.



WILLIAM WOBBLER

Wizard Development, £10.95 cass, £14.95 disk, joystick only

William Wobbler sees the long awaited return of Tony Crowther to the software scene and the his first release under the **Wizard Development** label. Not, as a lot of people expected, yet another train game, *William Wobbler* is a full blooded adventure featuring, as you'd expect, William Wobbler. Not liking the label 'arcade adventure', Tony Crowther has dubbed his new creation a Cartoon Adventure.

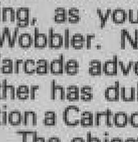
The object of the game is for William to collect ten clues scattered about the vast system of caverns in which the adventure takes place. On the way to completing the adventure you'll need to pass several barriers and puzzles. Since a competition is involved, a competition disk is supplied with both cassette and disk versions on the basis that most people have some sort of access to a commodore disk drive, and the idea is that once you've finished the adventure a special file is saved to the competition disk and then sent of to Wizard Development. The prize is offered to the first person to complete it and though Wizard is leaving the actual nature of the prize a mystery it's said to be worth a £1000 plus.

William Wobbler himself is a three sprite high figure with bouncing head and strange walk. Control over him is of the normal up/down right/left variety. Jumping is also available via the fire button. When you start to move around William's universe the first problem encountered is that of flying objects which fly straight for your head detach it from your neck if they hit it — this makes it game over, since you're only supplied with one life. Avoiding the flying obstacles is quite easy, all you need do is make William's head dip by pulling the joystick down, but some of the other solutions are obscure and unclear, needing a lot of thought.

You begin on the top level, an alien and futuristic landscape dotted with craters that are used as entrances to the main cave system. Collecting clues is no simple problem because there are a number of puzzles to be solved and barriers to be negotiated. As in any real adventure you have an inventory accessed by the **I** key. Unlike a proper adventure, when an object needs to be used it appears in William's hands and the process of using the object is automatic.

Your next problem is to get past the droids guarding entrances to the different caverns. One of the caverns has no droid and it's here you find a Glowing Orb. Once this item is included in your inventory, any droid you approach is destroyed as the Orb materialises in your hands. Various other things need to be collected and more often than not you need to be in posession of one particular item before you're allowed to collect another. The format is very similar to Mikro-Gen's Wally Week series.

The graphics are standard Commodore four colour multi color mode style and the scenery scrolls by as William remains positioned centrally. To travel between layers in the cave maze you are supplied with ropes or one way drops. There are several ways to expire, each one carrying its own simple animation sequence of William's death. Once again, as in *Gryphon*, Crowther has included a test card. This time it's the type with vertical bars and the high pitched tone. It's quite easy to get into, you just press the **RESTORE** key a couple of times.



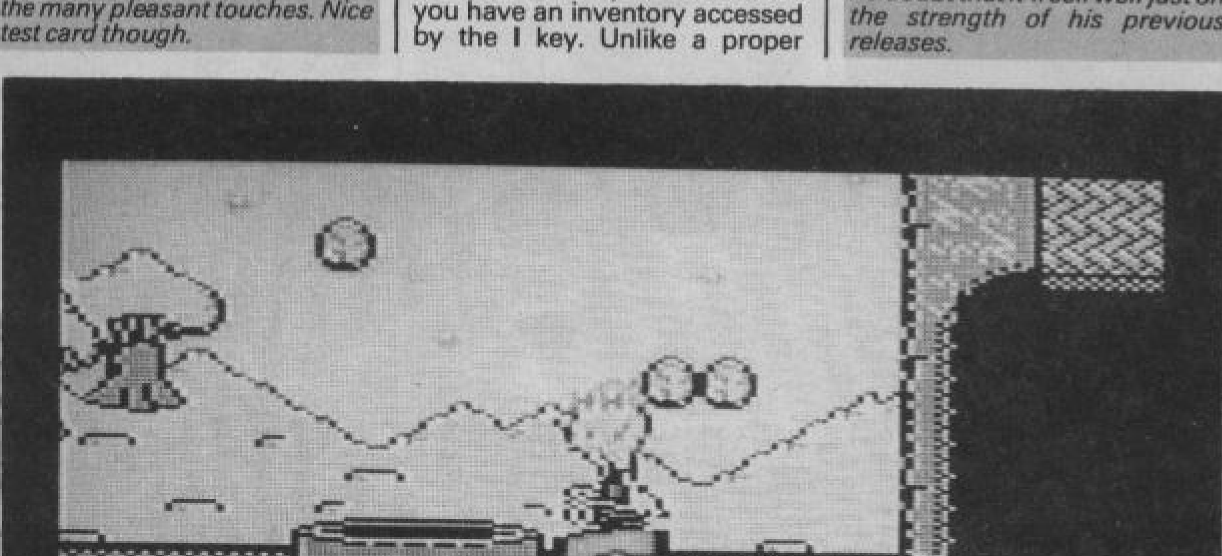
After the disastrous 'release' of Gryphon in March, due to a bug cropping up during tape duplication, it seemed as if Tony Crowther had taken an early retirement. Now he's back and actually marketing his games under his co-owned label, Wizard Development. William Wobbler *is the first such release and is, for all intent and purposes, a typical Crowther game ie smooth scrolling, musically jolly and graphically big, bold and lacking in colour. The gameplay isn't anything outstanding but at least it does prove absorbing for a short while. Thereafter things get a touch repetitive and monotonous and I didn't find myself that enthralled, despite the many pleasant touches. Nice test card though.*



The latest Crowther game has been eagerly awaited for quite some time now, but now it's arrived I must say that I'm pretty disappointed. The graphics are up to the usual Crowther standard with huge sprites and excellent scrolling routines, the trouble being that the game itself is rather dull. Once you've been round the scenery and found the same puzzles a few times it does get a bit boring. Even so, there's no doubt that it'll sell well just on the strength of his previous releases.



Loading the disk version I was a bit worried when a train appeared and the title LOCO IV appeared until I realised it was all in jest. As I had expected, the scenario was packed with the usual Crowtheresque touches, very good sound and graphics, but I must admit to being a mite disappointed over the gameplay aspects. The total lack of information made achieving anything hard, especially since you're limited to one life. I realise that William Wobbler *is a competition game and as such Wizard Development are loathe to give any information regarding the final solution, but a simple scenario description would have made the game much easier to play. Once you get over the hill of constantly losing lives and getting nowhere* William Wobbler *becomes quite playable — even more so once you've found the disk for the save game facility. The adventure is complex and solving the puzzles is fun but I'm afraid that initial appeal, despite the instant addictiveness of Crowther's past efforts, is quite low and many a Crowther fan will have the right to feel disappointed.*



Presentation 76%
Some nice touches but little else.

Graphics 80%
Big and nicely animated and detailed for their size but not that well coloured.

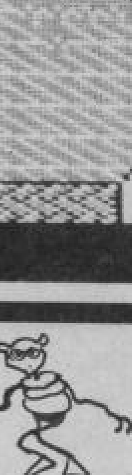
Sound 81%
Jolly tune that fits the game well.

Hookability 69%
William's wobble is attractive enough to catch the eye.

Lastability 63%
But there's more to a game than a good wobble.

Value For Money 60%
Cassette version is quite expensive, despite the competition, but disk isn't exactly over priced.

Overall 65%
Not one of Crowther's best.



WORLD CUP SOCCER

Macmillan, £7.95, joystick with keys

World Cup Soccer is Macmillan's latest release under their new 'Professional Touch' range. The package consists of two programs and book with an introduction from famous goalie Ray Clemence. The first of the two programs is a football manager type game using the World Cup as its setting. The first thing to do is pick the country you wish to represent. Playing the manager of the country of your choice you can either select your own team or opt for the default team supplied by the computer. When choosing self selection there's the chance to really go to town as you are not limited to players from that country. The cast of players contains many famous names, stars from past and present including Moore, Pele and Ardiles. Each player has three ratings: Strength, Stamina and Speed, each being expressed as a percentage.

Having decided on your team, the program tells you what group you're in plus who is the host country. You are then presented with several options. You can either view the ratings, position table and fixtures or play the match. When you select to play the match a scoreboard appears with a clock counting up to the 45 minute mark. During play if someone scores it is announced with a burst of white noise and a comment telling you who scored — worth making a note of when it comes to reselection. Players may also get injured or booked. If a penalty is awarded you are asked which way you'd like to shoot/dive. Once you have decided, a computer controlled graphic screen is presented. The referee blows his whistle and the penalty takes place.

The outcome of the first half depends on your team selection skills while the second half is arcade based. When playing the second half you are presented with two mini arcade games, 'Header' and 'Shoot'. In Header you control the head of one of your players. Footballs are volleyed over from the left and you have to move the head left and right to knock one into the goal. The goalie will dive and do his best to save your shot. Next is Shoot, in which you control a football boot defending a large goalmouth at the bottom of the screen. At the top is a smaller goal mouth moving left and right. A football is thrown on from a random position and the aim is to defend your goalmouth while trying to score in the moving goal. Upon losing a football another is thrown in from a random angle. Both games have a set number of footballs allowed.

After completing both arcade games, a rating is given on your performance. Depending on this you're either awarded extra goals or the other side are. When you've completed the match the program gives information on how well you're doing and then it's back to the first option screen. Drawing on experience from the first half it's possible to restructure your team.

The second program in the package is a factfile containing information on World Cups since 1930. To get at the information you have a choice of teams or competitions. If you choose teams then a year must be chosen and the program offers data on that team's progress. Information on results, attendance figures and venues are given. If you have chosen competitions, a year needs to be input. You can then access the same data presented in the teams section. As a bonus, a quiz section is provided. One or two player games are allowed and the questions are presented in multiple choice format. The quiz draws from the large database of facts used by the factfile so the number of possible questions is massive.

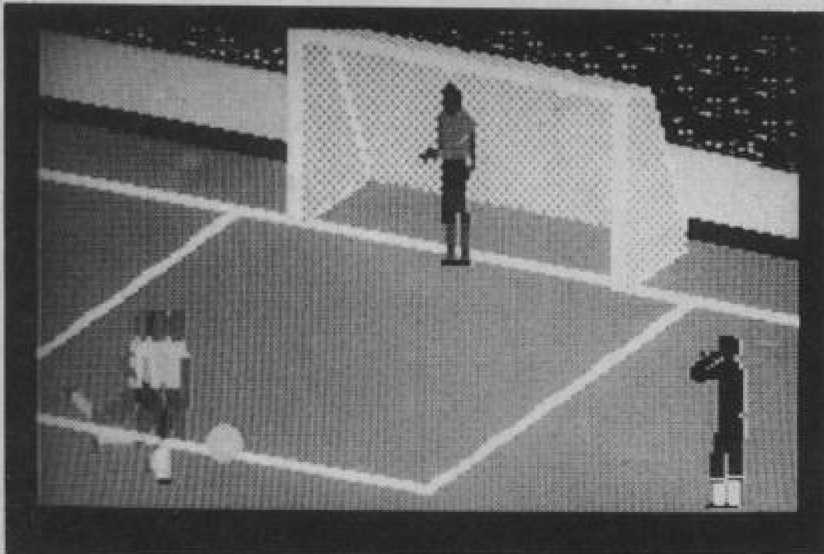


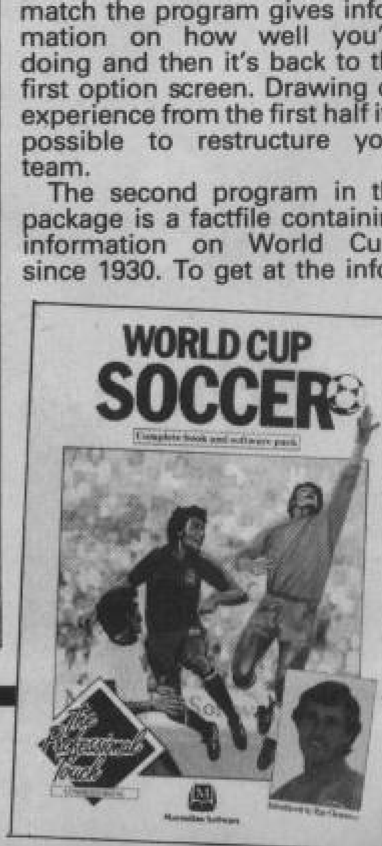
I'm not overly keen on football as a sport, from either a spectator or participator's point of view, I can see that World Cup Soccer *would be of interest to a soccer fan. The main point of involvement probably being the factfile and quiz, although some questions may, I suspect, might be a mite obscure even for a total football lunatic. The World Cup Manager section is yet another football manager style game, no doubt inspired by the now legendary game from Kevin Toms. The graphics are a bit crude but are definitely a lot better than some other games of this genre. Overall* World Cup Soccer *contains a much higher level of professionalism than most other attempts at this kind of game.*





World Cup Soccer *is quite a different approach to a football simulation, combining some unusual bits of action and strategy. The program is very well presented and the approach is such that even someone with little computing experience could get into it easily enough. There are a wide variety of questions to keep the most ardent of soccer fans busy enough but the arcade sequences become a matter of routine after a few plays. Although the graphics aren't particularly outstanding, they do work effectively enough unlike the sound, which is the weakest aspect of the game, there being little in the way of sound effects and only a couple of pieces of rather poor music.*





Presentation 87%
Well packaged and put together.

Graphics 63%
Nothing spectacular but sufficient.

Sound 21%
A few beeps and snatches of music, but little else.

Hookability 79%
Those with a passion for football will find it hard not to get hooked.

Lastability 82%
Massive database should keep even the most knowledgeable soccer junkie happy for some time.

Value For Money 81%
Book and two games make a great value package.

Overall 74%
An unusual approach to a football game that will appeal especially to fans of the sport.

COPS 'N' ROBBERS

Atlantis Gold, £2.99 cass, joystick only

This is what must be described as a very basic arcade adventure, a bit like a very basic *Sabre Wulf* in its layout. You take the role of Light Fingers Lonnegan with the task of robbing the Acme Diamond Company, allegedly the world's largest suppliers of uncut gems. Starting from his car he must make his way either to the Police station, mine or the ADM building.

Watch out though, there's a Policeman patrolling the streets and he's out to get you. If he gets near you can shoot him, but beware, more of his Policeman chums will come after you. Occasionally a dangerous helicopter flies overhead. It must be at a blooming low altitude though, if it touches you then you'll lose one of your three lives.

If you go to the Police station then you'll have to work your way round corridor to get to the key. Watch out for the marauding Policeman though, boy, he's really mean and pounces given the first opportunity to cart you off to jail, and that would be a real shame!

Once the station has been negotiated you can try elsewhere . . . the really spooky mine, perhaps? This consists of a maze, complete with ghosts which have to be avoided. You can also shoot them which is odd — surely ghosts can go through things. In the mine there are diamonds and some sticks of TNT to pick up, these add points to your score.

The final building you can visit is the ADC building itself, although in here you must beware — the Police are hot on the trail and there are lots after you. If you manage to pick up all the diamonds and open the safe then you can return to your car and zoom to safety.





If you thought some of the old Mastertronic games were bad you should take a look at this one — it's grottiness knows no bounds. The graphics are abysmal with only Commodore graphics and a few unanimated sprites, I mean the Policemen just slide about the place. Sound is just as bad, the few sound FX are screechy and horrible and had me scrabbling for the volume knob within moments. The game has all of eight locations and to make up for the lack of locations is the fact that when you die you have to start the game all over again. This is a really poor quality piece of software in the strongest respect and I don't consider it to be worth anything like £2.99.



I must admit I was rather surprised to see this very poor attempt at an arcade adventure actually being released, even at the low price. The graphics are extremely crude, with little or no animation to speak of and the sound is just as bad. If the game itself had been at least half decent then I would have some reason for recommending it, but no — the gameplay is on a par with the graphics and sound, making this one of the worst budget games currently available.

Presentation 69%
Nice on screen instructions.

Graphics 9%
No animation to speak of and generally pretty pathetic character graphics/movement.

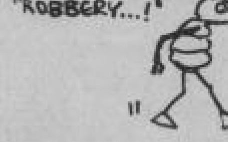
Sound 5.5%
Agghhh! Where's the earplugs.

Hookability 12%
Not a lot unless you like ZX81 games

Lastability 8%
I doubt it very much.

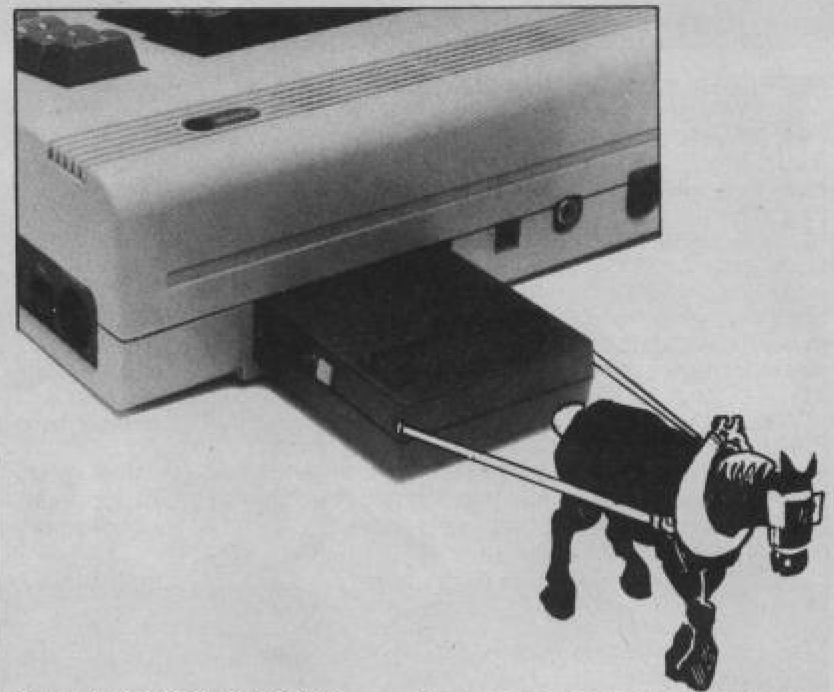
Value for money 15%
Not bad if you like colour ZX81 emulators.

Overall 9%
The worst program we've seen on the 64.



TEST

PUTTING THE CARTRIDGE BEFORE THE WORKHORSE



When a parcel of five new utility cartridges arrived from ROBCOM we felt it only fair to give them a thorough workout. ZZAP!'s resident techno kid, GARY LIDDON, puts them through their paces . . .

Robcom's suite of new cartridges provide a host of utilities ranging from a machine code monitor to a disk turbo. The range of ROMs are structured so that cartridges 1 to 4 contain various Robcom utilities, while top of the range number 5 contains all of the Robcom extensions. The utilities are split into five different categories: **Toolkit**, **Cassette**, **Copy**, **Centronics** and **Monitor**. Since ZZAP! was lucky enough to receive the top of the range model I'll review all five sets of utilities.

THE TOOLKIT

This is a straight forward BASIC toolkit enhancing the 64's vocabulary by seventeen extra commands. The extra commands are not really intended for use within your programs but make the task of editing and writing BASIC a lot less painful. Typing **SHOW** will produce a list of the extra commands now available to you. **RENUM**, **AUTO**, **FIND**, **PLIST** and **DEL** are really extended editing features making the input and editing of BASIC a lot easier. Handiest of these is the **RENUM** command which will resequence the line numbers back into regular steps of ten. It also manages to cope with GOTO, GOSUB and RESTORE statements. **FIND** will locate a specific string in the BASIC text while **DEL** will enable block deletion of specific line numbers. **PLIST** lists your program in pages while **AUTO** supplies line numbers as you type in the program. Also included in the package are the **HEX** and **DEC** commands which convert hex into decimal and and back into hex again.

Debugging aids such as **OLD**, **TRACE**, **HELP** and **DUMP** make the process of eradicating errors from the finished program a much more simple task. **OLD**, logically enough, is the opposite to NEW — clear memory accidentally and all is not lost. **TRACE** is a slow version of RUN with an instruction being processed every time you press the shift key. **HELP** highlights the exact place in a line where an error took place while **DUMP** lists all the non-array variables in memory.

Miscellaneous commands are included for setting screen and border colours, enabling key repeat, programming the function keys and various other handy tasks. The Toolkit function performs well and takes away most of the pain involved in using the Commodore BASIC interpreter. In use I came across no bugs.

MACHINE CODE

Robcom, having provided well for the BASIC enthusiast, also caters well for the machine code maniac. A machine code monitor performing similar functions to the excellent Zoom monitor is provided. Type **MON** and then the address in hex you need the monitor located and the monitor status line will appear, displaying the 6502 internal register set and its contents. All the appropriate monitor facilities are provided, including disassembly, memory dumps and one pass assembly. The only problem I found was that the monitor couldn't be positioned at hex C000 because the cartridge puts a lot of its code there and the monitor overwrites it. It's a shame since BASIC is unable to write over these locations and if a monitor was able to be put there, it would be very unlikely to get corrupted. This problem can be got around but only by locating the monitor lower in memory, disabling the cartridge and moving the monitor to C000 manually. A bit awkward really and it means that you won't be able to use the cartridge's turbo facilities.

TURBO

The cassette extensions should prove blissfull to any long term user of the C2N. The cassette utility provides an extension that enables the user to save and load programs out at turbo speed. The turbo works out about ten times as fast as the blank screen standard load. Surprisingly, reliability is not diminished as a head alignment tape is provided which enables the head azimuth on the cassette recorder to be correctly set. Once the azimuth is set, there's a greater chance of loading commercial turbo software successfully, since head alignment problems account for about 90% of loading errors.

A host of extra disk commands are also provided and, most important of all, there's the ability to increase the speed of your disk drive to BBC Micro proportions. To turbo load a program on disk, just type **DLOAD** and then the program name in quotes. If you are using commercial disk software then issuing the command **DEV8** directs any access to the disk drive through the turbo cartridge. Problems may arise if software loads above C000. A lot of programs do use this memory area and the cartridge will crash if it is overloaded. The **QUIT** function will allow the cartridge to be disabled without unplugging but on a few occasions it still caused the machine to crash.

All of the DOS 5.1 commands are included, making accessing disk a lot easier. Definitely the most handy disk feature is being able to call up a disk directory without writing over your program. Previously you would have had to save out the program on which you were working, load up the directory and then reload your program. Now you just type **£** then return and a directory appears on screen.

OTHER FEATURES

Should you crash the computer, a handy feature is the built-in reset placed on the side of the cartridge. Depressing it resets any situation you may get yourself into, be it a machine code or BASIC lock up. Used in conjunction with the **OLD** command the reset switch proves to be a powerful debugging tool especially if you're testing a BASIC program that includes protection.

The copy command makes conversion of software previously saved on cassette at normal speed, a doddle. Using tape at normal speed as device number 1 and turbo tape as 2, typing **COPY 1,2** will copy giving prompts on the way. Disk drive being taken as device 8, enables backups of disk files to be made. The only limitation being that programs above 186 blocks can't be copied. Copying your programs from cassette to disk and back again can be achieved by using different combinations of device numbers.

The centronics facility enables the use of a parallel printer through the user port. A connection diagram is supplied, giving pin out details on the user port. The connection is quite standard and programs like *Vizawrite* and *Easy Script* should prove compatible.

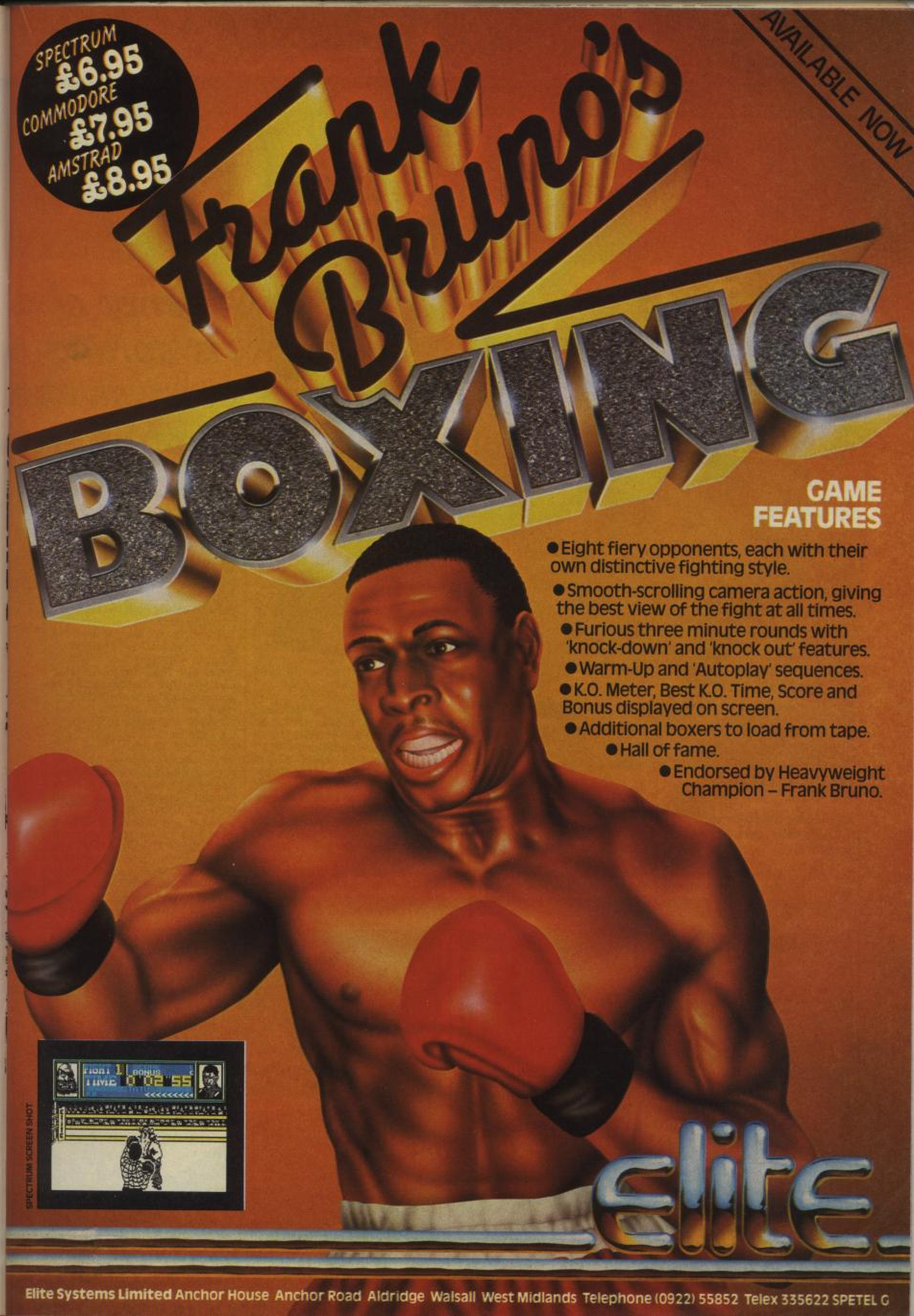
OVERALL

The Robcom cartridge proves to be a great aid in writing code or BASIC and speeds up development time a great deal with its cassette and disk turbos. Since the cartridges aren't exactly cheap it would be wise to have a good think about what facilities you'd need before choosing one from the range. Obviously it's a waste of time for a cassette user to buy a disk turbo. The only minor detraction is the unusable 4K chunk near the top of memory, but for your own use it seems unlikely that a need will arise to use it. A good piece of firmware that is well worth the investment if you spend any amount of time programming.

THE PRICES

Cartridges 1 and 2 cost £24.95 each
Cartridge 3 costs £29.95
Cartridge 4 costs £34.95
Cartridge 5 costs £39.95
For further details, contact Robcom at:
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THROWING

Plenty of ra is sorting the play skittles w around some



The following games have been marked on five points, graphics, sound, lastability, overall (you know about those) and feel. The latter rating judges the thrill and realism of the game, whether it's great to play, smooth and fluent or whether it's rather jerky and uncontrollable.

PITSTOP II

US Gold, £9.95 cass, £12.95 disk, one or two joysticks.

When you first see this racing game you get rather a surprise. The display is split horizontally across the middle, each one being a screen in its own right, acting independently from one another. Each half shows views from the two separate cars along with information like speed, time, fuel and laps — and it's here the game scores over the rest of the competition. The action is accurately portrayed from both players' viewpoints so if player one is ahead of player two then two will see one in his screen. If two overtakes one then one will see two creep up behind him and zoom past.

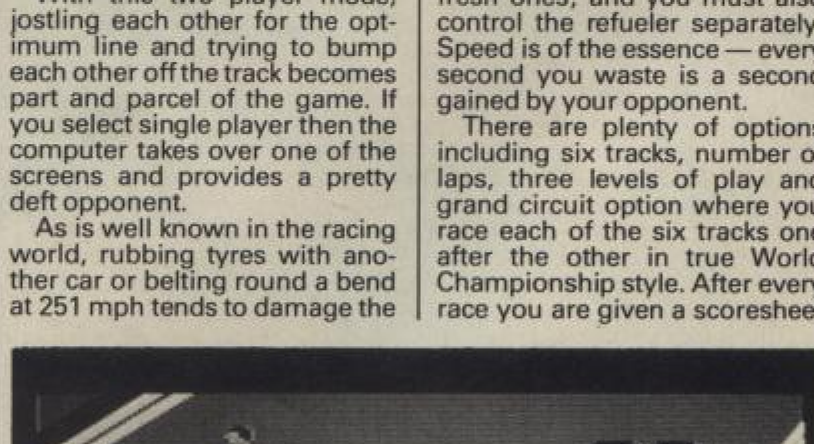
With this two player mode, jostling each other for the optimum line and trying to bump each other off the track becomes part and parcel of the game. If you select single player then the computer takes over one of the screens and provides a pretty deft opponent.

As is well known in the racing world, rubbing tyres with another car or belting round a bend at 251 mph tends to damage the tyres a little. If you do this constantly then your tyres start to wear out. This is indicated when they turn lighter and lighter as you race. Starting off black they follow a nice course of rainbow colours before turning to a near fatal white. At that stage one touch causes a blow-out and sends your car spinning from the track.

If your tyres start to become worn then you can make a pit stop to change them. Simply move into the third far left lane just after the starting post and you automatically enter the pits. Here, you must control the tyre changer and guide him round the vehicle to remove the worn tyres and replace them with fresh ones; and you must also control the refueler separately. Speed is of the essence — every second you waste is a second gained by your opponent.

There are plenty of options including six tracks, number of laps, three levels of play and grand circuit option where you race each of the six tracks one after the other in true World Championship style. After every race you are given a scoresheet





A CURVE

acing games exist on the 64, the only trouble
he good from the bad. Never fear, Jools 'let's
s with that bus queue' Rignall has been driving
ne of the best circuits the 64 can offer . . .

with the times of all the cars and points allocated. After every race the scoreboard is updated and with two players the going can get very competitive.

This is a superb racing game, graphics and sound being of extremely high quality. It's like playing two improved *Pole Positions* one on top of the other.

Graphics 91%
Sound 87%
Feel 96%
Lastability 93%
Overall 95%

RICHARD PETTY'S TALLEDEGA

Audiogenic, £8.95 cass, joystick only

This rather odd sounding game is set around the Nascar circuits of America (where they race large, powerful cars). You have to take on 18 other racing cars, including ace racer Richard Petty's on either a tri-oval or random circuit and win, even if it means racing dirty.

Before racing, you must go through a qualifying lap like in *Pole Position*. The better your qualifying time the higher your position on the starting grid. If you do badly then you end up at the back end of a rather long queue of mean drivers who are all out to bump you off the track and put you out of the race.

Keeping on the track isn't your only worry, there are tyre wear and fuel guages that require a wary eye — if either reaches zero then you're be out of the race. However, there is a pit stop facility similar to that in *Pitstop II* which allows you to get your tyres changed, engine seen to and more fuel.

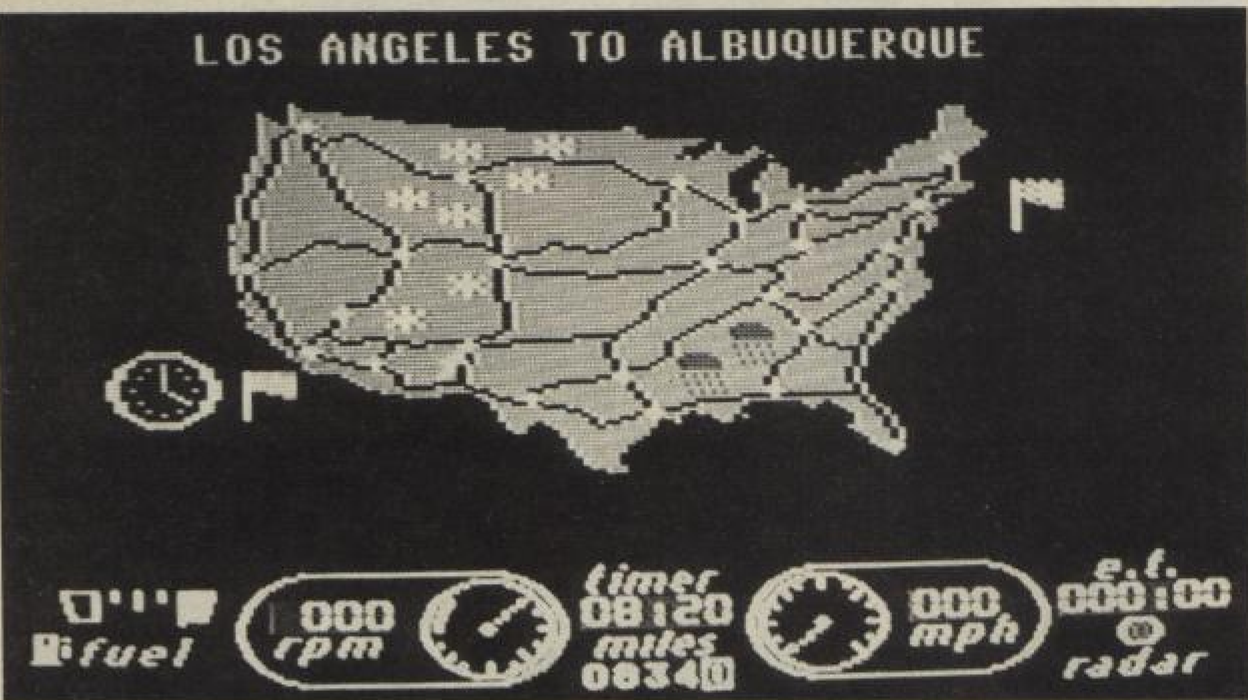
There are several types of cars on the circuits, bumpers and demons being the major competitors. The main group are easily outdriven, bumpers are slow but try to cut you up and demons are fast, ex-kamikaze pilots who try their utmost to knock you about. If you overtake them then they still give chase and hassle you.



The only trouble with this game is that it's old and suffers from flickery graphics and pretty feeble sound although it remains pretty addictive and challenging, but it has been superceeded by games like *Speed King* and *Pitstop II*.

Graphics 43%
Sound 56%
Feel 61%
Lastability 70%
Overall 64%

THROWING A CURVE





GREAT AMERICAN CROSS COUNTRY ROAD RACE

Activision, £9.99 cass, £19.99 disk, joystick only.

Likened more to a comedy film such as *The Cannonball Run* than a simulation, this game features a load of total idiots taking part in a race across the States. You can choose from three races (LA to New York, Seattle to Miami or San Fransisco to Washington) and then try to get from one to the other using the fastest possible route. There is a fourth option which requires you to drive through every city marked on the US map, and that needs a hell of a lot of planning!

Once you start racing it suddenly strikes you that the race doesn't just involve passing all the cars in the competition but also avoiding Police radar traps and adverse weather conditions.

Each race involves passing through several cities and these form sections of the race. There is a city-to-city time limit allowed and failure to comply with it disqualifies you from tackling the next section. When you complete a section then your current position in the race is shown and you automatically go through to the next one with extra time added to your current total.

As everyone knows cars tend to eat fuel when zooming along, and the one in this game is no exception. There are fuel pumps at 100 mile intervals, but if your fuel runs out then you are forced to push the vehicle to the next station by pressing the fire button rapidly. When this happens you waste valuable time since you can only reach a speed of 40 mph — know anyone who can push a car at that speed!?

The roads are busy with cars, lorries and bikes — hit any of them then you are slowed right down causing a time delay.

A really novel feature of this game is realistic use of the gears. The fire button acts as an accelerator/clutch and gears are increased or decreased by pushing or pulling the joystick. Gear changes aren't that easy as you must first build up enough revs to allow the gear change. Guaging the gears correctly for optimum acceleration is vital, over-rev the engine and it might blow, making you push it to the next garage.

TGACCRR isn't much to look at but offers some really challenging and addictive racing and with the load/save option on the highscore table it's definitely one of the top three race games.

Graphics 81%
Sound 51%
Feel 83%
Lastability 80%
Overall 81%



SPEED DUEL

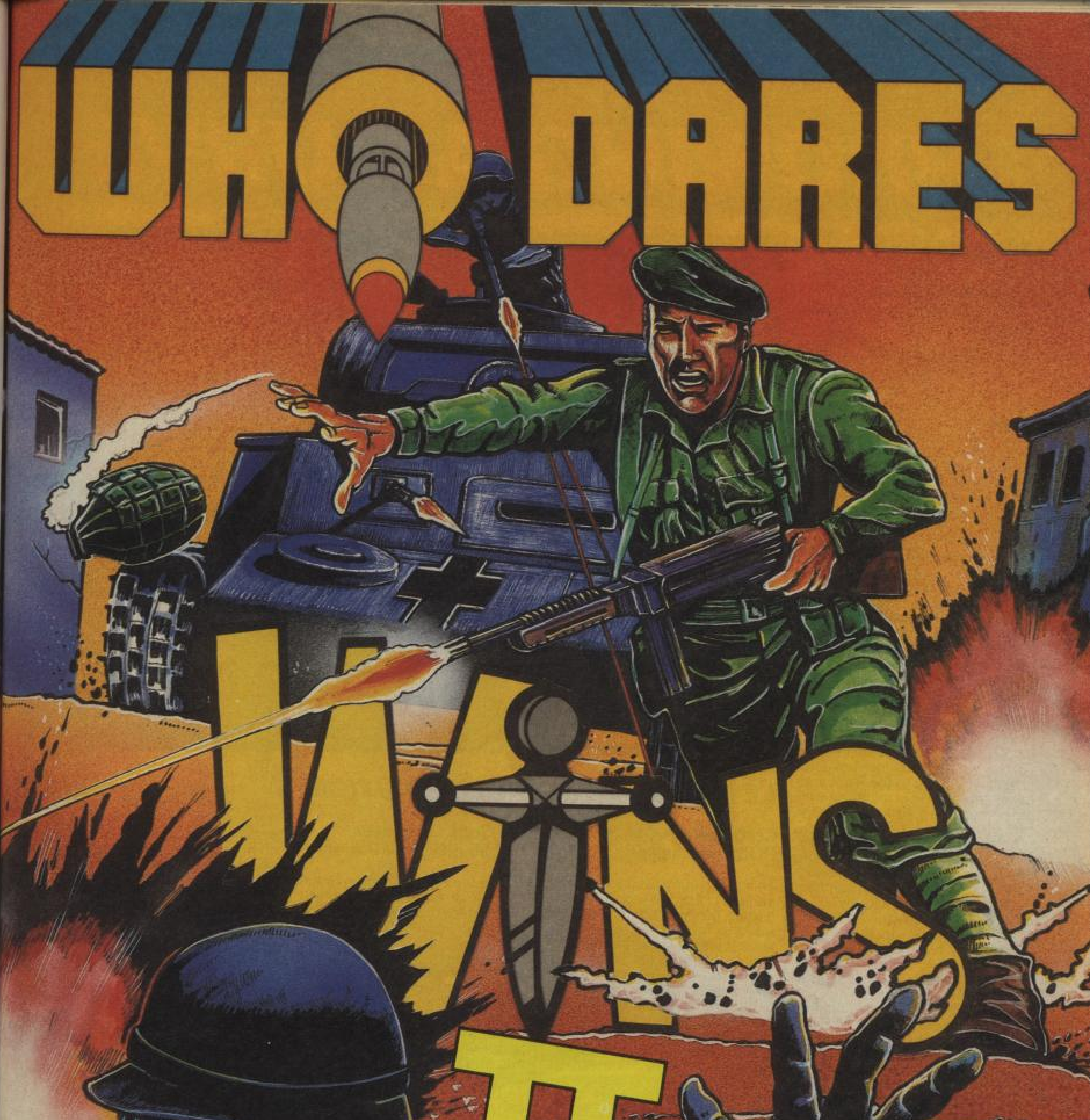
DK'Tronics, £5.95 cass, joystick or keys.

Speed Duel is a very simple race game involving yourself and a computer car. You can select the speed at which your opponent travels, the number of laps and the difficulty level. Once you've done that you can start the race.

The idea of the game is simply to beat your opponent to the finishing post before losing all of your five lives (a life is lost either when you run off the track or when you hit your opponent). After finishing the race you are given a bonus for doing so and you may enter your name in the score table. The track isn't a set one but gives random corners that are announced by signs with arrows on them.

The graphics and sound of the game are really awful with terrible track perspective, flat tunes and unrealistic car control. I was amazed to find that the game is only about a year old — I thought it was a *really* early Commodore game. Even at its cheap price it doesn't offer good value for money and there are infinitely better racing games available.

Graphics 29%
Sound 28%
Feel 34%
Lastability 31%
Overall 28%


WHO DARES
WINS
II

THROWING A CURVE

SPEED KING

Digital Integration, £9.95 cass, £12.95 disk, joystick or keys.

Speed King is a motorbike racing game and is in fact a conversion of the Spectrum game *Full Throttle*. The game is played in the classic *Pole Position* view-from-the-back style with similar type of graphics.

There are ten famous inter national tracks from which to choose and every one has its own record table. When you choose a track you can, if you wish, have a high speed preview to see what sort of hazards it suffers and give you a chance to get to know the track. If you're still unsure about the track then you can try the practice option — this lets you zoom around a bikerless track to get used to the 'feel' of the bike and track. Once you're happy that you want to tackle that track and start the race properly just select the difficulty level and you're ready to go.

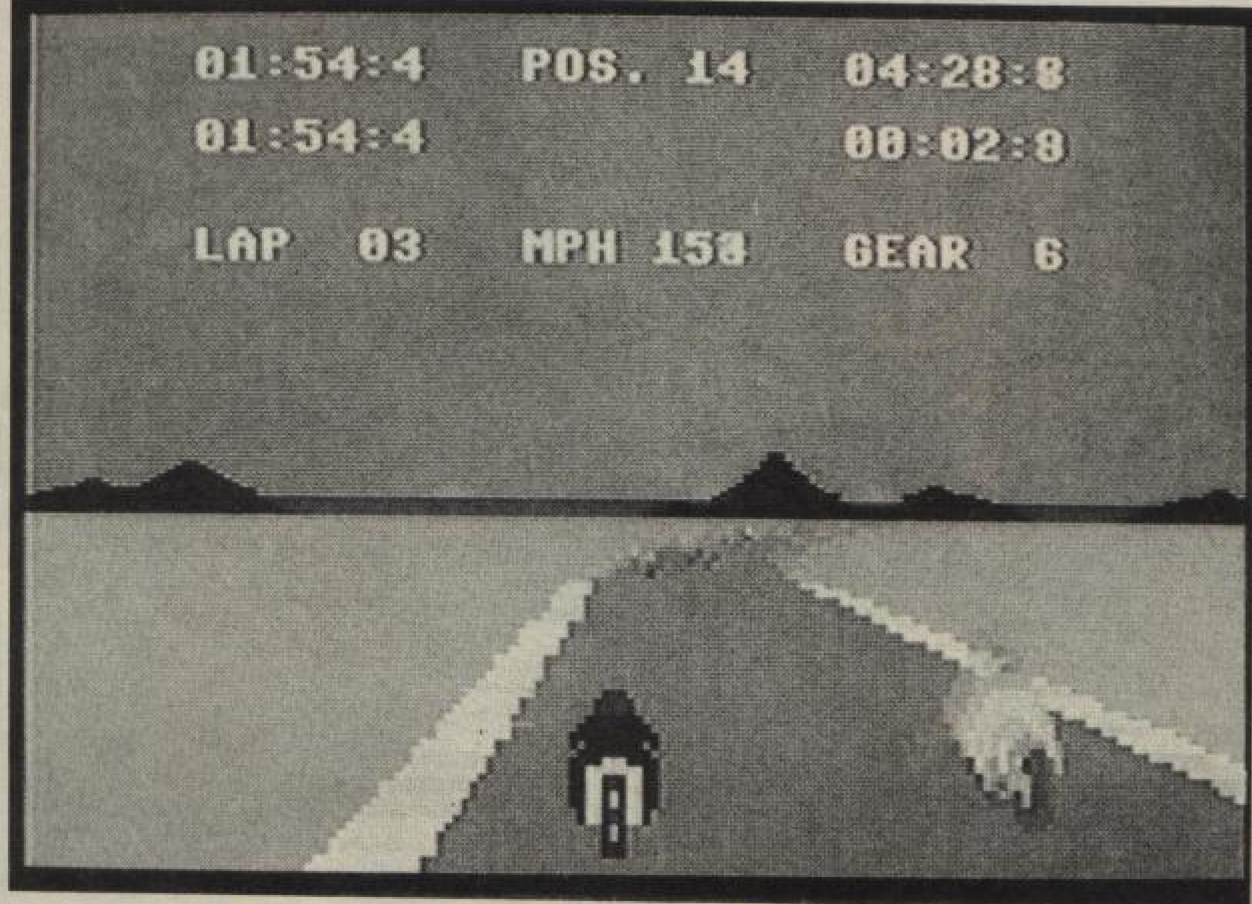
You start the race behind 19 other riders and you have to battle your way to the front and stay there. If you touch one of the riders then you spin off the track and lose precious time. You also crash off the track if you try to take corners at high speeds, so driving at realistic speeds is a far better policy than belting around like a loony.

The bike is a powerful one with six gears, good acceleration and handling. Using the gears is pretty easy — just pull the joystick down to shift up a gear or vice-versa.

The game is very challenging and the other riders are no fools and all ride very well. On-screen information includes speed, gear, current position in race, lap time, and current record time. *Speed King* offers a great challenge, with brilliant bike feel, fast graphics and great sound and is surely amongst the best racegames for the 64.

Graphics 89%
Sound 88%
Feel 94%
Lastability 92%
Overall 91%





LE MANS

Commodore, £14.95 ROM, paddles only

This is a copy of one of the earliest arcade video racing games *Monaco GP*. It's a vertically scrolling 2D view-from-above game where the object is just to keep going as long as possible. You start the game with a time limit and the idea is to get to the next section before the time runs out. If you do then you get more time added on to allow you reach the next one.

There are plenty of cars on the track although they just career from one side of the track to the other. If you touch a car or the side of the track then you crash and lose time.

Your car has two gears and can only move from side to side so that very swift decisions have to be made when you're going along at top speed. As you progress you encounter more and more hazards, like the track getting incredibly thin, night (where you can only see a few carlengths in front of you) and icy roads.

The trouble with *Le Mans* nowadays is that it's hopelessly outdated by the likes of *Pitstop II* and *Speed King*. This sort of race game might have sold a while ago, but now at £14.95 it's just too expensive and too old.

Graphics 56%
Sound 45%
Feel 57%
Lastability 49%
Overall 51%

POLE POSITION

US Gold, £9.95 cass, £12.95 disk, joystick only

This is the official version of the innovative arcade game which really started the arcade racing craze. Set around the Fuji Grand Prix circuit, the idea is to burn round the track at the highest speeds without crashing.

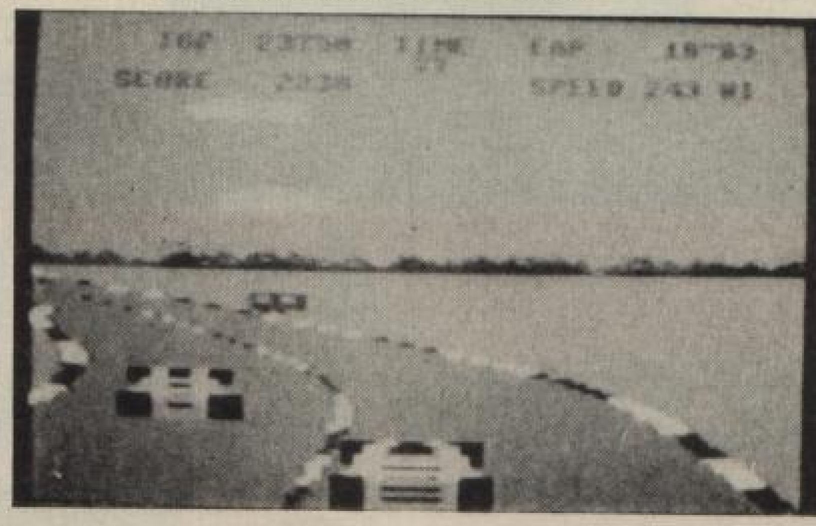
When you first start the game you have to go through a compulsory qualifying lap. The faster the time on that lap the better your placing on the starting grid (as long as your time is under 73 seconds, otherwise you won't qualify). If your time is under 58.50 seconds then you'll get the pole position, and receive a substantial advantage at the start of the race.

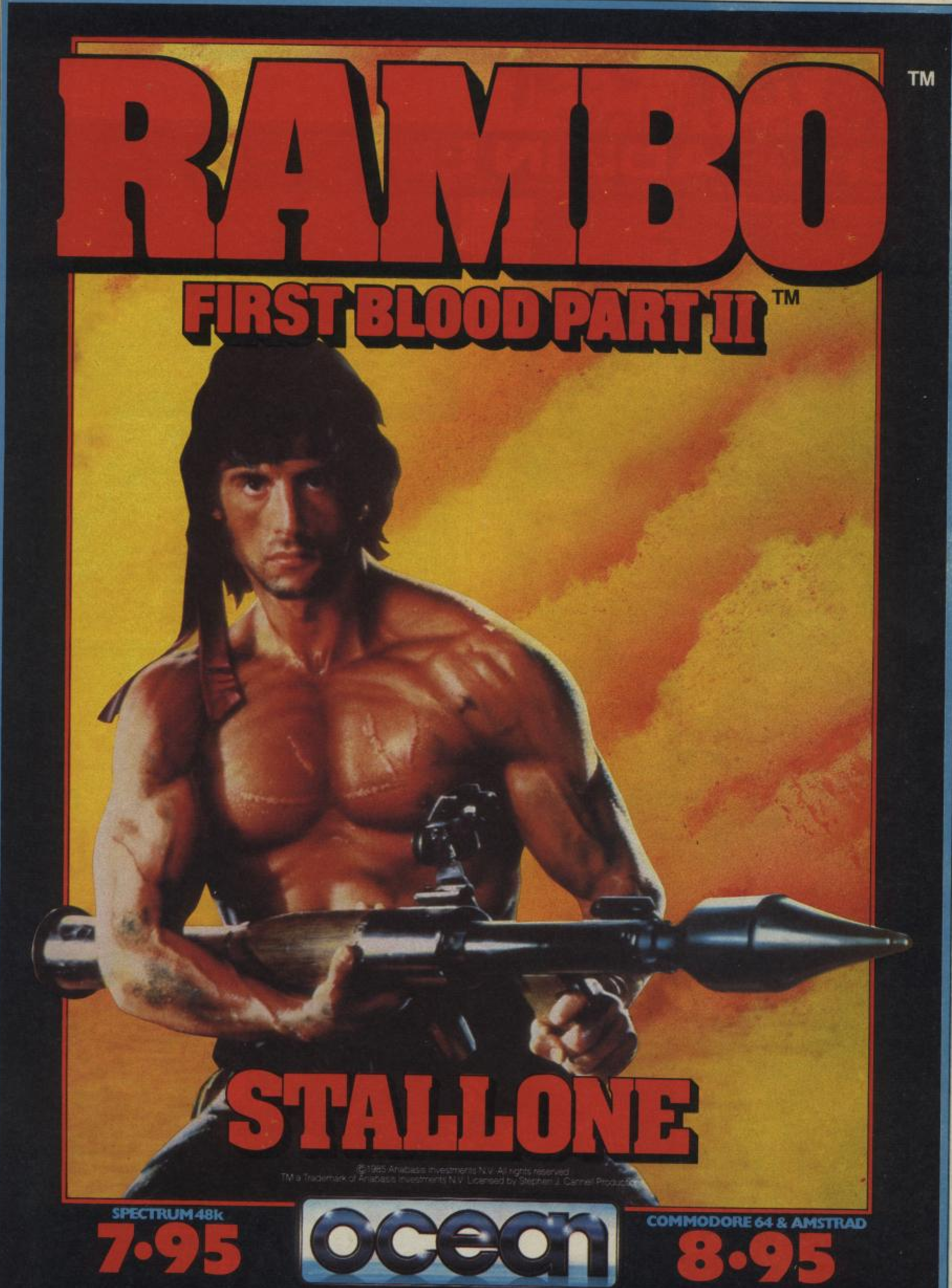
You start the race with 75 seconds and if you fail to get round in that time your game will be over — succeed, and extra time is added on. The number of laps of the race is optional but every race has a chequered flag at its end. If you do finish the race then you'll get a bonus for the time left and cars passed.

The graphics and sound are similar to the arcade version but lack crispness and definition. The cars are reasonably convincing as you hurtle past them and there is a nice touch with the track scrolling from side to side as you switch lanes.

Although it's THE official version of one of the most played arcade games it's now rather dated and there are some much better games out on the market.

Graphics 63%
Sound 79%
Feel 78%
Lastability 69%
Overall 64%





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CRUSADE IN EUROPE

US Gold/Microprose, £19.95 disc only, joystick with keys

From the safety of his dug-out, SEAN MASTERSON sticks his head up to take a look at this wargame . . .



There are few moans or gripes with respect to this game. Not because it is the most dramatic and interesting wargame ever published but simply because it has no pretense of being such and therefore, in its own unimposing way, lives up to expectations.

A few niggles, however, about the way the designation of air strikes are handled. The number of key presses to set up one of these almost makes you question their worth. The other thing about aircraft is, well, it is true that the allied forces maintained air superiority over the Luftwaffe in this stage of the war but . . . surely the Germans should have at least one in the air!

The only other bone of contention is in the bias or balance system used. Surely the fact that there are scenarios and variants of varying complexity should be enough. It really does detract from a game when there is so little challenge that victory may be practically arranged. Still, you are not required to use such a feature and in normal play, you will get a good run for your money (in fact, all the way to the Rhine) with this game. All in all then, not up to the standards set by SSI for their state of the art wargames, but certainly worth adding to your collection.

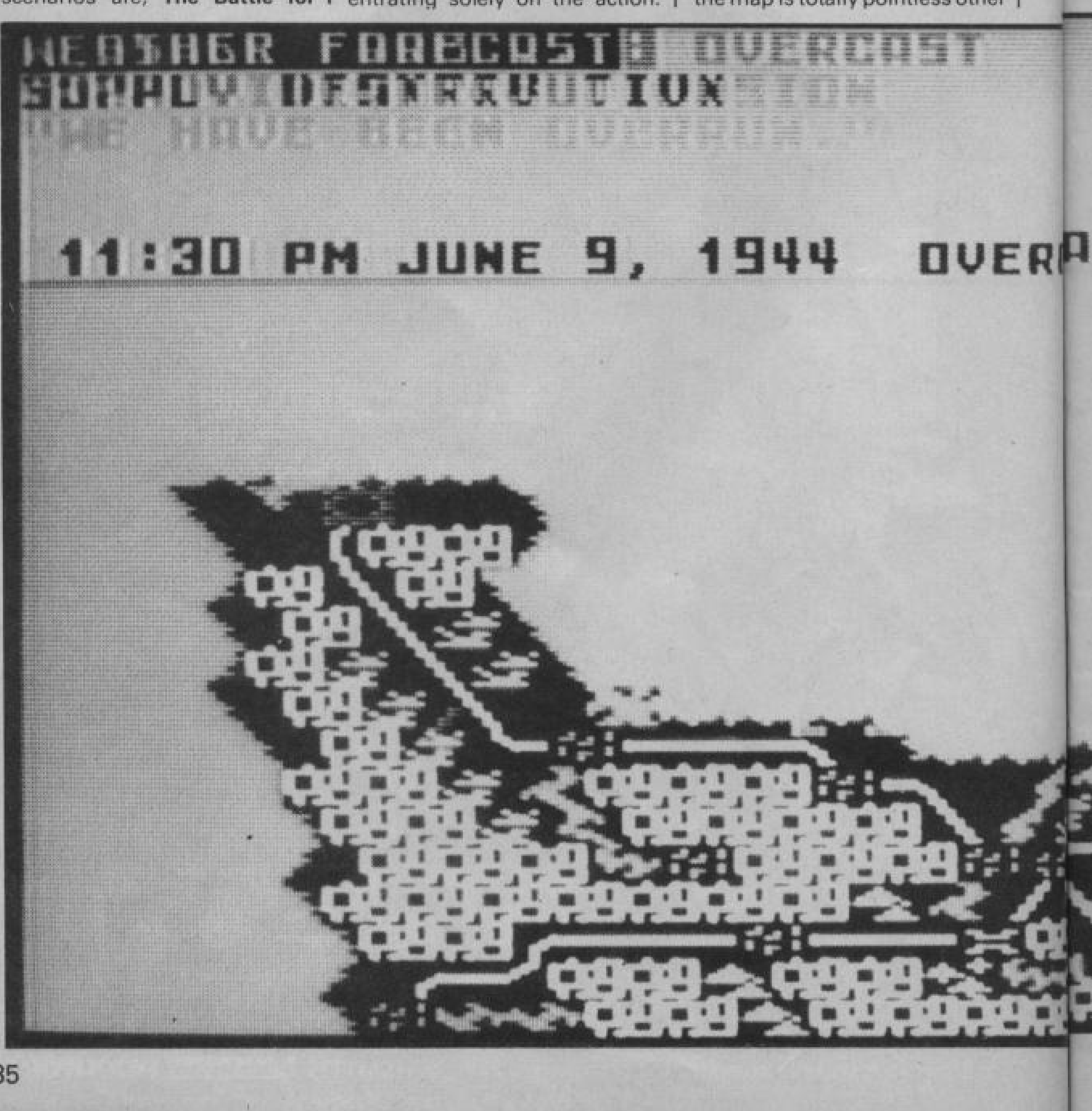
There are still relatively few disc drive owners in the UK Commodore community at present, so there are not going to be many people rushing out to buy this game. It's a pity really as it's probably one of the best of the recent batch of wargames by such companies as SSI and Microprose. It has always been difficult to fit a good wargame onto a home micro without putting it onto a disc but that does bring its own advantages to those lucky enough to have their own drive.

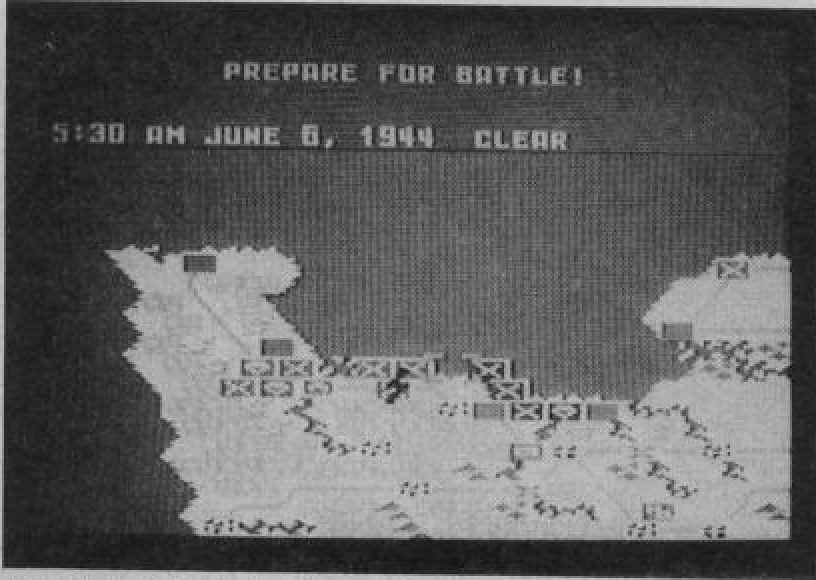
Crusade in Europe is the latest in Microprose's 'Command Series' strategic simulation games and involves several scenarios set in 1944 between the D—Day landings and the Ardennes counter offensive in December of that year. There are five scenarios in the package and most of these have a series of historical and hypothetical variants (such as different initial troop deployments). The five scenarios are, **The Battle for Normandy**, **Race for the Rhine**, **Operation Market—Garden**, **Battle of the Bulge** and **Crusade: The Battle for France**. For all of these scenarios there are one and two player options.

The display is in the form of a free—scrolling map with a choice of icons or symbols for unit representation. The symbol setting gives 'standard' wargame unit signs whereas the icons are on a more simplistic level. Both are rather chunky but clearly defined and there are more colours on the map than in some games so the final result is certainly respectable.

Game involves play in day and night turns which affects the result of combat accordingly. Although the game doesn't run in real time, game time is running all the while (which is in terms of processing a unit's status once every eight game hours). Therefore it's imperative that once the scenario has begun, the player keeps concentrating solely on the action. There is a pause facility should you require a coffee break (normally a necessity in these games).

The game rules are of medium complexity but an inexperienced wargamer would not do too badly as a bias is allowed for any given force on any scenario. The rules booklet itself, is beautifully clear and accurate and learning the various intricacies of play is interesting rather than annoying as such activity can sometimes be. Each scenario is finely detailed in terms of victory conditions, troop dispositions, historical notes and other miscellaneous facts. Microprose have always gone for an upmarket look for their games and *Crusade in Europe* is no exception to the rule. At the centre of the book is a summary pullout which has a glossy colour map of the general game area. The summary sheet will prove useful until all the commands are understood but the map is totally pointless other



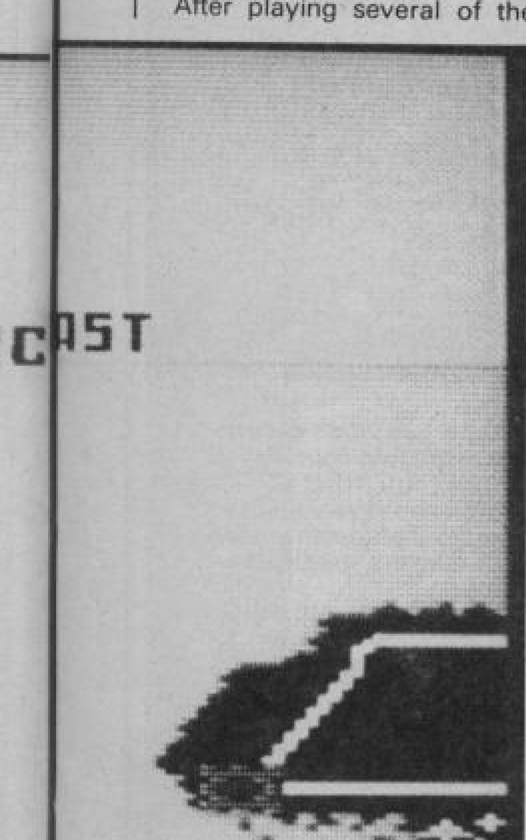


than the fact that it looks very pretty!

During play, the command procedure for communicating with troops is fairly straight forward and units automatically give you status reports. Unit movement is hidden, as on all the best games, so you're not aware of the enemy unless you encounter them one way or the other. Combat too, is fairly easy being split mainly into Attack and Defend procedures.

After playing several of the shorter scenarios, winning with a bias in your favour should not present many problems. The enemy forces' actions become a little predictable when play is stacked against them. Nevertheless, the fact that there are more complex scenarios coupled with being able to stack the odds against yourself with biases and variants, should mean that this game ought to provide a challenge for some considerable amount of time.

The usual features prevalent in wargames of this nature, such as terrain and weather effects are present in this game as well. There are no startling inovations in these departments but they are handled in a reasonable way.



Presentation 70%
Clear and neat without too much gimmickry.

Graphics 40%
Acceptable but not particularly outstanding.

Instructions 68%
Generally well executed but you won't find anything excitingly original here.

Authenticity 65%
Only good as long as you stick to unmodified scenarios but even then there are one or two questionable points.

Playability 66%
Easy to get into the relatively uncluttered routine.

Value For Money 60%
Quite good considering the number of scenarios.

Overall 65%
This could have been higher had Microprose given the game any really exciting features.

ZZAP! Flash

N·E·W·S f·l·a·s·h . . .

ISLAND LOGIC MUSIC

'TMS is the most advanced product of its kind, and one of the best programs yet written for a home computer,' says a spokesperson for **Firebird**. What are they getting so excited about? They have just acquired a world-wide (excluding Japan) licence to publish the highly regarded Island Logic Music System (or The Music System — TMS) for the 64. Two versions of TMS are planned for mid-October, *The Island Logic Music System* at £14.95 on cassette, and £17.95 on disk, and *The Advanced Logic Music System* at £39.95 on disk, which is also available as an upgrade. Firebird's Marketing Manager, Phil Pratt, reckons that, 'In its various forms TMS will be sought by home computer enthusiasts and keen amateur musicians alike, so it is an exciting new step for us.'

CHRISTMAS PASTBLASTERS BARGAIN.

From our tame history correspondent:
Felt you missed out on the past hits? Upset you and your computer weren't together when such classics as *Jet Set Willy*, *Beach Head*, *DT's Decathlon* and *Staff of Karnath* and *PCG* were filling the shelves of WH Smith? Well luckily you'll soon be able to buy all four (unfortunately not *PCG*) of the above past blasters in one package titled *They Sold a Million* from Ocean's latest sub-label, **Hitsville**.

Marketed in a double cassette package, *They Sold a Million* gets around all the fiddly messing about 'trying to find the program you want on a C90 syndrome' usually inherent on all compilation tapes by giving each prog a whole side of cassette to itself. *(So they've invented a cassette with* **four sides**? *-ED)*.

In keeping with the usual standards of Super Marketing Man logic, *They Sold a Million* will be available on the 64 from the first week of November, despite being launched for the Yuletide season. And the price? A mere £9.95 for cassette and £12.95 for disk.

INTERCEPTOR MICRO MEGGA (sic) COMPILATION

Brought to you from our resident bargain hunter.
A real bargain is in store for all you Interceptor fans out there — they are about to release a compilation of all their best selling games — *Arabian Nights, Big Top Barney, Where's my Bones?, Break Fever, Caverns of Sillahc* and *Frontline*.

All these games would cost you an immense £42.00 if you bought them all separately but now, on this super compilation tape, you can buy the whole lot for a piffling £7.95 . . . Now That's What I Call Discounting!

STARION STRIKES AGAIN

From our little Star seeker, Gary Liddon
After receiving plenty of compliments for being such clever piece of software, **Melbourne House**'s 3D extravaganza, *Starion*, is set to make an appearance on the C64. Previously available only to those stuck with an Amstrad or Spectrum, *Starion* lobs you into the year 2010 and, in full 3D, pits you in space battles against various alien hordes. The aliens have been altering universal history by stealing well known artefacts, people and treasures from their correct time zone and hiding them in other time zones. Your job is to enter a time grid and shoot the alien ships. Destroying an alien releases a letter from it, which must be collected by navigating towards it. At the end of each wave you're left with several letters that form an anagram and a clue to what the anagram should read when they are rearranged correctly. You are given a selection of dates from which the object/anagram might have come and to return it to its correct time zone you must pick the right date. Solve the puzzle and you're off to the next grid and yet more anagrams.

Looking at the screen shots, the instrument panel and surrounding facia looks very competent indeed. There has been no comment on the speed of the graphics, these being the



same sort of Vector 3D graphics used in *Elite* so keep your noses in ZZAP! — we'll be telling you soon.

HEAPS OF ARIOLASOFT RELEASES

There are tons of new releases in the Ariolasoft pipeline, Julian Rignall was forced to sift through them all.

Wild West is a sort of icon driven graphic adventure controlled by funny little creatures called Sprites. At every location there are four sprites which advise you what to do, the ultimate aim is to find the hidden object — and if you do then you'll solve the game. There is plenty of on-screen action including a bank robbery, shooting competition and a rodeo ride. Looks interesting, and it certainly has great graphics.

Golf Consruction set is apparently the most sophisticated golf simulation written on the Commodore which features plan and perspective views at every shot. There are four courses included in the program but you can also design and save your own courses if you wish — complete with bunkers, gradients and slopes.

It's a journey into space with *Starship Andromeda*, a sort of glorified *Star Raiders*-cum-arcade adventure. Featuring 3D graphics as you zoom through space, you have to locate two types of elements, find the evil Alana and get rid of her by gaining control of her starships and swiping her necklace.

Adventure fans will be pleased to hear that those weird macho people from **Ram Jam Corporation** (the people that brought you *Valkyrie 17*) are just about to release an adventure through Ariolasoft. It's apparently horrendously complex with speech, character interaction, syntax generation and full sentence input. If you like the sound of it then keep an ear peeled and an eye out out for *Three Days in Carpathia*.

One program I've seen which I think has pretty ace graphics and sound is a 3D Maze game called *Scarabaeus*. It features

'scrollerama' as you zoom through three massive mazes in search of Scarabaeus, the Pharoah's emerald. There's loads of codes to collect in the form of hieroglyphs which allow you to locate the key to the Pharoah's coffin, and plenty of nasties and puzzles. The game LOOKS (and sounds) wonderful how it will PLAY we are yet to see.

LLAMA GOES ARIOLASOFT

From our Zoological correspondent:
Regular readers of ZZAP! will need no introduction to Jeff Minter's company, **Llamasoft**. Now the hairy hippy's little business has teamed up with big cheeses **Ariolasoft** on a long term agreement to market Llamasoft titles.

One of these will be his latest program *Batalyx*, which comprises six separate sub-games including an enhanced *Attack of the Mutant Camels*, *Psychedelia* and several other real weirdies to get you going. It could be seen on Jeff's stand at the *PCW Show*.

Hopefully we'll review it next issue depending on whether we are allowed to get our grubby maulers on it!

Ariolasoft have been talking to Jeff for a considerable time, and in their bid to become a major software marketing house, have already taken **The Ram Jam Corporation** (*Valkyrie 17*) under their wing. Llamasoft games will still be appearing as such, but with an Ariolasoft imprint on them.

'ELLO, 'ELLO, 'ELLO

Brought to you from the ZZAP! detective inspector.
The latest release from **English Software** is an arcade game called *Topper the Copper*. You take the role of Topper and with a murder case on your hands you have to go and seek out the vital clue to lead you to one of seven suspects. There are plenty of features in the game like random riddles, split screen display and music. It'll be reviewed next issue so keep your eyes peeled.

ADRIAN MOLE GOES VIDEO

The *Secret Diary of Adrian Mole* and *The Growing Pains of Adrian Mole*, the incredibly popular humourous books about the life of Adrian Mole — poet, intellectual and secret diarist have now been transferred to computer by **Level 9**.

Based on both books, the game puts you in the shoes of Adrian (it's okay, they've been specially sanitized) and you have to see how well you can cope with his adolescent problems. The format is an illustrated text game. Not an adventure as you might think but a sort of decision game where you are given a choice of actions from which you must decide to take one.

The game also allows you to print out your course of actions which can then be read as your own diary showing the successes and failures of you as Adrian.

The game should be reviewed next issue and WHS Distributors have predicted that it is going to be one of the Christmas big sellers. It will only be available on disk, but never fear . . . the cassette version should appear on general sale around the end of the year.

Anyway, why do people keep going on about Christmas — it's only October . . .

COLOSSUS CHESS PART IV(IN 3D)

CDS have been updating their last chess program *Colossus 3.0* (Atari) and have come up with one of the most powerful chess programs yet. It understands all the rules of chess and can also handle standard mates including the difficult King, Bishop and Knight versus King.

A novel feature is the choice of the usual flat 2D board or the new real life 3D board which actually works! It'll be reviewed by our Grand Masters next issue . . . just watch it beat them on the simplest level!

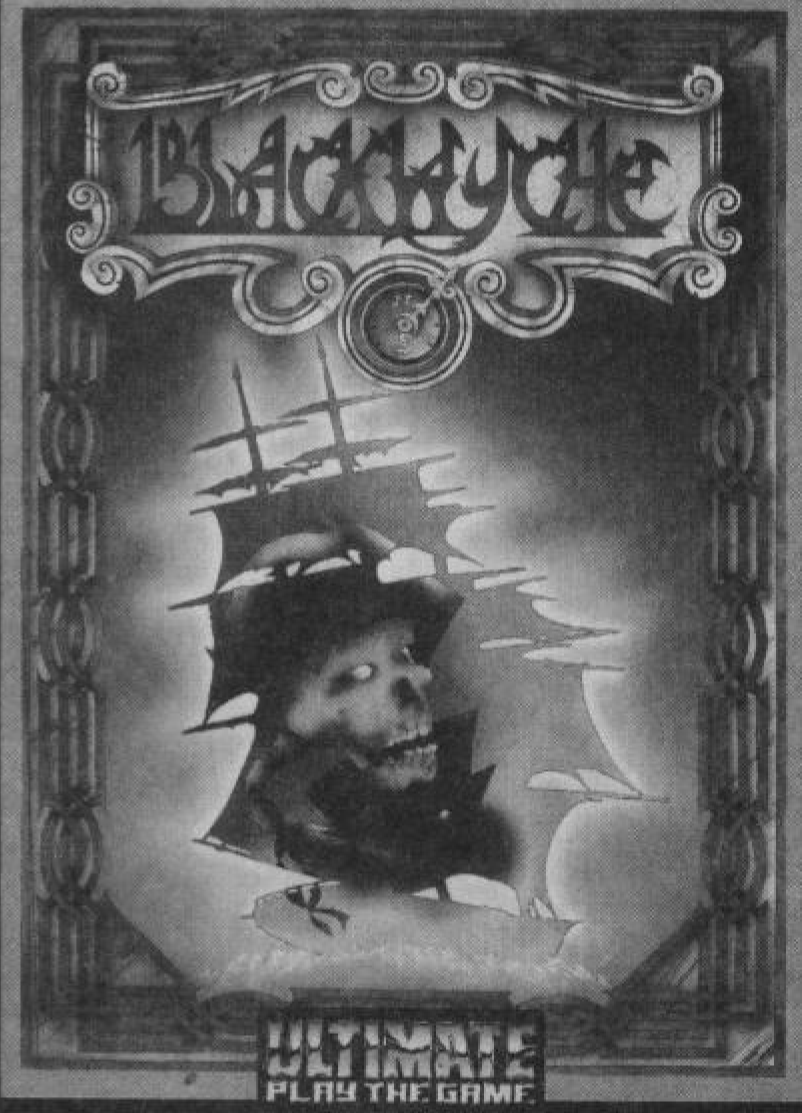
ANOTHER SPARKLING COMPILATION

Another report from our newly hired Compilation Correspondent:
There are plenty of compilation tapes emerging this month . . . it must be something to do with the fact that Christmas is just around the corner . . . I mean, only *three* months away!!!

This one is from **Creative Sparks** and they have kindly bundled four of their early classics on to one cassette — *Black Hawk*, *Slurpy*, *Orc Attack* and *River Rescue* are all here for only £7.50 (less than one of their original individual price tags)! Now That's What I Call Discounting II . . . !

N·E·W·S f·l·a·s·h· · · · · · ·

COMMODORE 64



BLACKWYCHE AT LAST

Ultimate's latest game has got here at last, the only trouble is that it arrived a few days after our review deadlines and therefore we couldn't review it . . . never fear though, it'll be reviewed fully next issue.

For those who are interested, the game features Arthur Pendragon, not in his usual hip and trendy adventuring gear but sporting a black cape and sword. He's also had some sort of nose job because it has grown bigger since his last adventures in *Entombed* (perhaps it got slammed in a sarcophagus).

Set aboard a ship, the scrolling backdrops are really excellent with lots of shippy things like guns, cannonballs, flying devils, skeletons, flying octopusses (no, I haven't been drinking, honest Sir, honest) and other pretty nasty things. The ship has five levels and plenty of puzzles — what do you give the mermaid, how do you get the pearl in the shell (yeah! Howie!!)? It'll all be asked by you as you try to seek the captain's soul.

By the way, please don't ring us up if you get stuck - all will be revealed in the ace 'n' brill tips section, just be patient OK?

SOUND SAMPLING 64

From the resident ZZAP! noise generator Julian Rignall.

Datel Electronics have introduced a new product for the 64 — a Digital Sound Sampler. The utility allows you to record any type of sound digitally into your 64 using a line or microphone. Once it has been sampled you can play that sound at any pitch, forwards, backwards, with echo or on an endless loop. The software features a keyboard which allows you to play the sound like a proper synthesizer. When you get a sound its waveforms are shown just like on a Fairlight!!! You can save any sampled sounds onto cassette or disk for later use if you wish.

The Digital Sound Sample is available for the Commodore now priced £49.99 and I want one NOW so I can sample Lloyd's crummy old Hermes typewriter!!

SCOOBY DOOBY DOO, WHERE ARE YOU . . .

Scooby Doo, the totally insane yet very popular cartoon character is making his way from telly to computer in what **Elite Systems** describe as 'a computer cartoon'.

It features Scooby and Shaggy as they try to uncover the mysteries of McUrloch castle, just like an episode out of the Hanna/Barbera cartoon. **Steve Wilcox** of Elite said 'the best comparison we can draw is with laser disk games, the player's role is very much as the director of an interactive cartoon'.

Scooby Doo should be released around the end of October and it certainly sounds an interesting project (read CRASH number 21 for further details)!

WIZARD PLATFORM WIZARD

Wizard is a new platform game from **Ariolasoft** which looks and plays similarly to the Epyx games *Jumpman* and *Jumpman Jnr*. The game comes with 40 different screens which are pretty tough to crack, but if you do (no chance) then there's a facility to allow you to define another 59 screens lest you get bored.

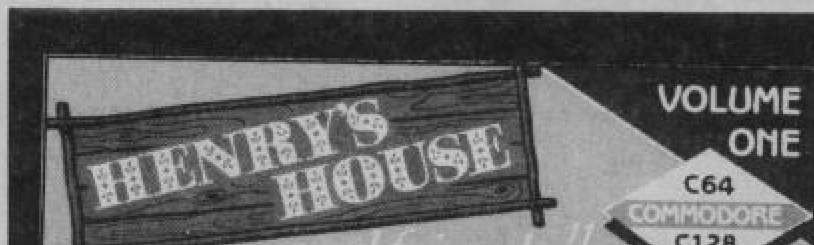
There'll be a review next month so if you're a platform addict keep an eye out (or peeled, whichever you prefer).

WOULD YOU ADAM AN' EVE IT

Here we go again . . .
English Software are just about to release guess what??? Not one, but TWO separate compilation tapes!!!

On these little gems appear some of the all-time classic English Software games, Volume I contains *Henry's House, Jet-Boot Jack, Stranded* and *Neptune's Daughters*. Volume II contains *Henry's House* (again) *Witch Switch, Soldier of Fortune* and *The Legend of the Knucker Hole starring Jet-Boot Jack.*

Both these will retail at £6.95 on cassette and should be out now.



ZZAP! TEST

HUNTER PATROL

Mastertronic, £1.99 cass, joystick only

Mastertronic have gone back in time to set the scene for this, their latest game. You take the seat of an old World War II prop aeroplane supplied with the mission of flying deep into enemy territory, seeking a designated target and straffing it. The game itself is very similar to the old arcade classic *Buck Rogers* (a 3D flying shoot em up), featuring the same sort of graphics and craft control.

At the bottom of the screen there is a bar indicating your distance from the target. This doesn't go down, as you would expect, as you near your destination but it decreases every time you shoot a ground installation (ranging from radar towers to houses). These appear as you zoom across the terrain and can be destroyed by simply diving to ground level and firing at them. The installations are all harmless and unless you crash into them they pose no threat to your plane.

As you can imagine, the enemy aren't too impressed by all this whizzing about the place, blowing up their buildings. So, to put a stop your antics, they send up planes that fly around the top half of the screen. These don't actually fire at you but it's fairly easy to crash into one should you stray into its path. To make matters worse, flak is fired from over the horizon and detonates randomly with large explosions, one touch of which will destroy your plane.

If you manage to destroy the required amount of installations then you can have a crack at the main target — a building that you have to fly over repeatedly, straffing it many times. On successfully destroying it, you get a score bonus, an extra life and are allowed to advance on to the next level. Should you fail, then you are forced to start all over again.





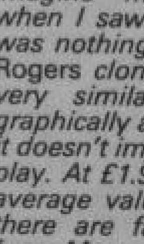




Mastertronic have set themselves a bit of a problem recently, by releasing such very good games at their very low budget prices. Naturally you start to expect the best, but Hunter Patrol *is certainly a bit of a slip. Nevertheless, bearing in mind its price, this cheap and reasonably cheerful shoot em up can't be called bad value, it's just that you shouldn't expect too much, but if you want an inexpensive filler between major bouts of zapping or adventuring, then this game is probably a modestly worthwhile investment.*



When I heard that the author of this game also wrote Falcon Patrol I *and* II, *I was extremely interested, both these games being excellent shoot em ups. You can imagine my disappointment when I saw that* Hunter Patrol *was nothing more than a* Buck Rogers *clone. The game plays very similarly and although graphically and sonically better, it doesn't improve on the gameplay. At £1.99 it's still only just average value for money, and there are far better offerings from Mastertronic at the same price.*



With the quality of Mastertronic's titles improving greatly with each new release I was disappointed with this rather poor game, especially as it was written by Steve Lee *of* Falcon Patrol II *fame. The graphics are just above average, the 3D effect with the bands of colour working well, but unfortunately the same can't be said of the planes. The piece of music on the title screen, although not being one of Rob Hubbard's better pieces, is very good. The sound effects are weak and sparse though.*

Presentation 59%
Nothing special.

Graphics 65%
Nice 3D ground effect, but little else.

Sound 87%
Very good military tune, but gets monotonous.

Hookability 67%
Easy to get into but seen it all before.

Lastability 51%
Mildly addictive.

Value for Money 60%
The two quid's good, but the game's still only average.

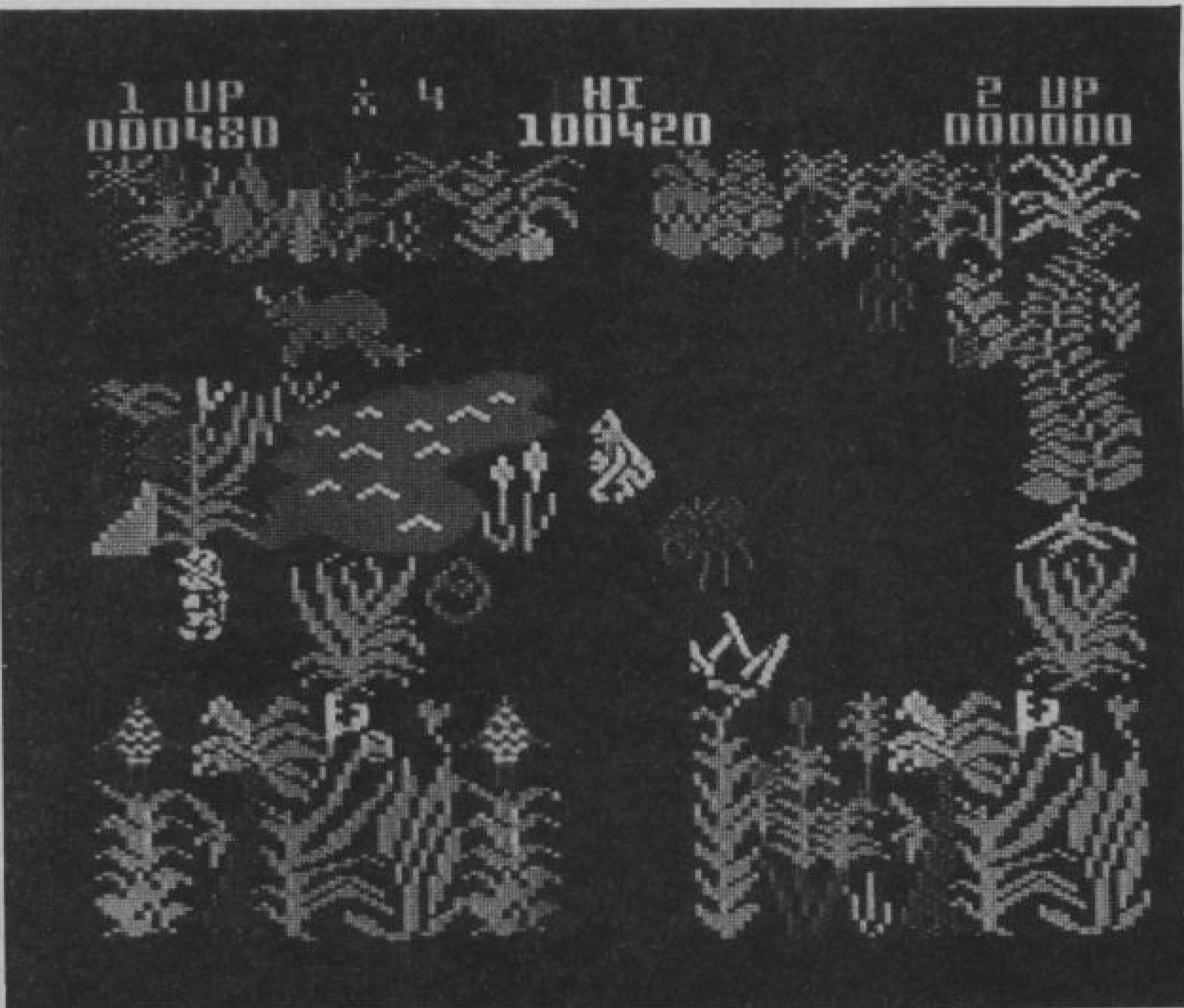
Overall 51%
Reasonable but dated shoot em up.



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Access

SABRE WULF

Firebird, £9.95 cass, joystick or keys





I wasn't a great fan of the original game when it first appeared around a year ago on the Spectrum (I've always preferred Atic Atac). The Commodore version has been long overdue in arriving and now I feel it's just a case of too little, too late. The graphics and sound are as dated as the gameplay and I can't help thinking that this is one game that should have either been released earlier this year or put out at a budget price. Maybe improved graphics and sound would have helped . . . but not much.

S*abre Wulf* is one of the all-time classic Spectrum games originally from Ultimate, and now, after a year's wait, it has finally been converted to the Commodore.

The game is a 2D maze, arcade adventure where the object is to enter a jungle, find the four separate pieces of the ACG (Ashby Computers & Graphics — or Ultimate to you) Sabre Wulf amulet and escape. The jungle is made up from 256 screens which 'flick' as you go from one location to another. The majority of these being maze-like paths that have to be rigorously followed. Most paths will lead you either to a dead end, usually a swamp or pond, or to a clearing. If you find the correct path though, it'll lead you to the place of the Guardian where you'll be able to escape if you have all four amulet pieces. The pieces are always located in four of the 16 clearings, so it's advisable to head towards these rather than follow paths blindly.

No jungle is complete without its animals, and this one is no exception. There are plenty of deadly jungle animals lurking in the foliage, most of which can be killed with your sword. These animals range from spiders and fleas to porcupines and gibbons.

There are some creatures living in the jungle, however, that can't be killed with your sabre. These are the most deadly and usually catch you by surprise by hiding off screen so as soon as you enter a new one, they'll get you. These rotters include the tribesmen, hippos, rhinos and the Sabre Wulf himself, who runs after you and tries to pounce and maul you to death.

Most of the jungle fauna forms a border to the path and can't be entered but one plant, the orchid, does grow on the path itself. These come in five species — red, blue, yellow, purple and white. They are all harmless and do in fact aid you during the game if you step on them when they're in full bloom.

Red, blue and purple ones make you invulnerable to the touch of any animal, although blue speeds you up and purple reverses the controls. Yellow orchids are slightly poisonous, one touch and you'll have to sit down for a little while to recover. White ones are an antidote to any other orchid.

Dotted about the maze are different objects that you can pick up to add points to your score, these being things like sabres, rings and packets. There are also extra lives in the form of voodoo dollies that provide much needed extra gameplay.



Having seen and played Sabre Wulf on the Spectrum some considerable time ago I wondered whether it was worth Firebird's time in releasing it. There are plenty of new style aardvarks on the 64, and the format of the game is rather crusty, especially when compared with some of Ultimate's new Commodore stuff. The graphics on this game are very disappointing with really flickery sprites and no improvements on the original Spectrum graphics. The game itself isn't too much fun to play either — most of the screens all look the same, and once solved (rather easy), there's no real compulsion to go back to it.



Almost every Ultimate game released has caused a stir, either because they are so fab, or because (despite being virtually state-of-the-art) they are so similar to the previous release that people feel aggrieved. But whatever, they have never been ignored. Of course, most of them have appeared on the Spectrum, and when Sabre Wulf came out it was accused of being an Atic Atac with trees. Actually, I think it's an easier game than Atic Atac. What's odd is that anyone has released it now on the 64, when Ultimate themselves have done much better looking stuff on the 64. I can see Firebird's point in a way, but perhaps Sabre Wulf is just too dated now in its original form — it could have done with a complete revamp.

Presentation 61%
One or two players and little else.

Graphics 43%
Highly disappointing considering the potential.

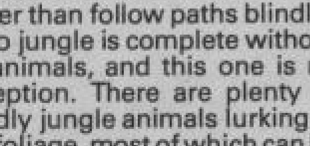
Sound 27%
Very simple, with simple jingles.

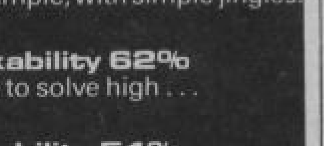
Hookability 62%
Desire to solve high . . .

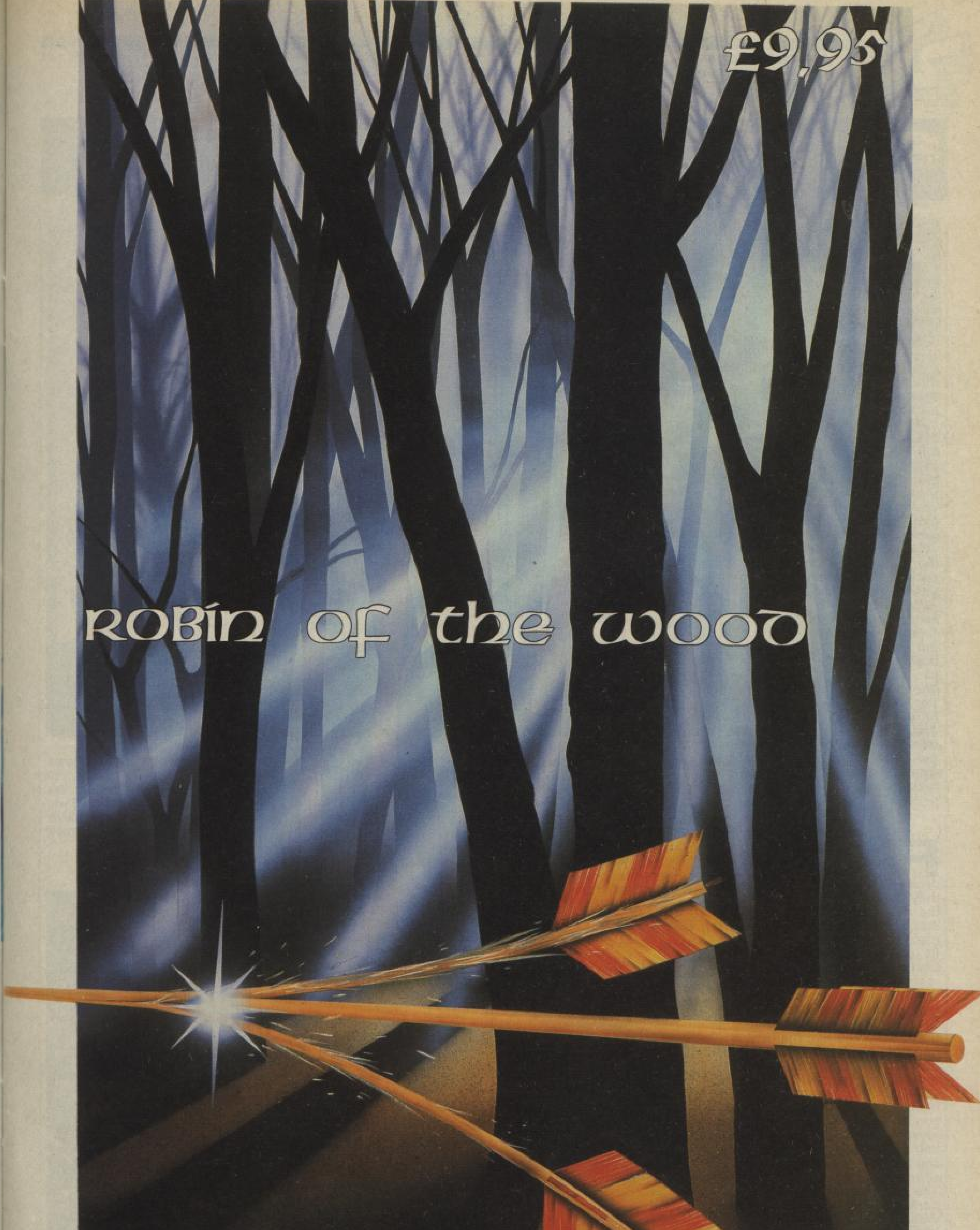
Lastability 51%
. . . but once done the game palls.

Value For Money 39%
Far too expensive for a year old Spectrum game.

Overall 40%
Would've been nice eight months ago but now . . .







Odin

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ZZAP! TEST

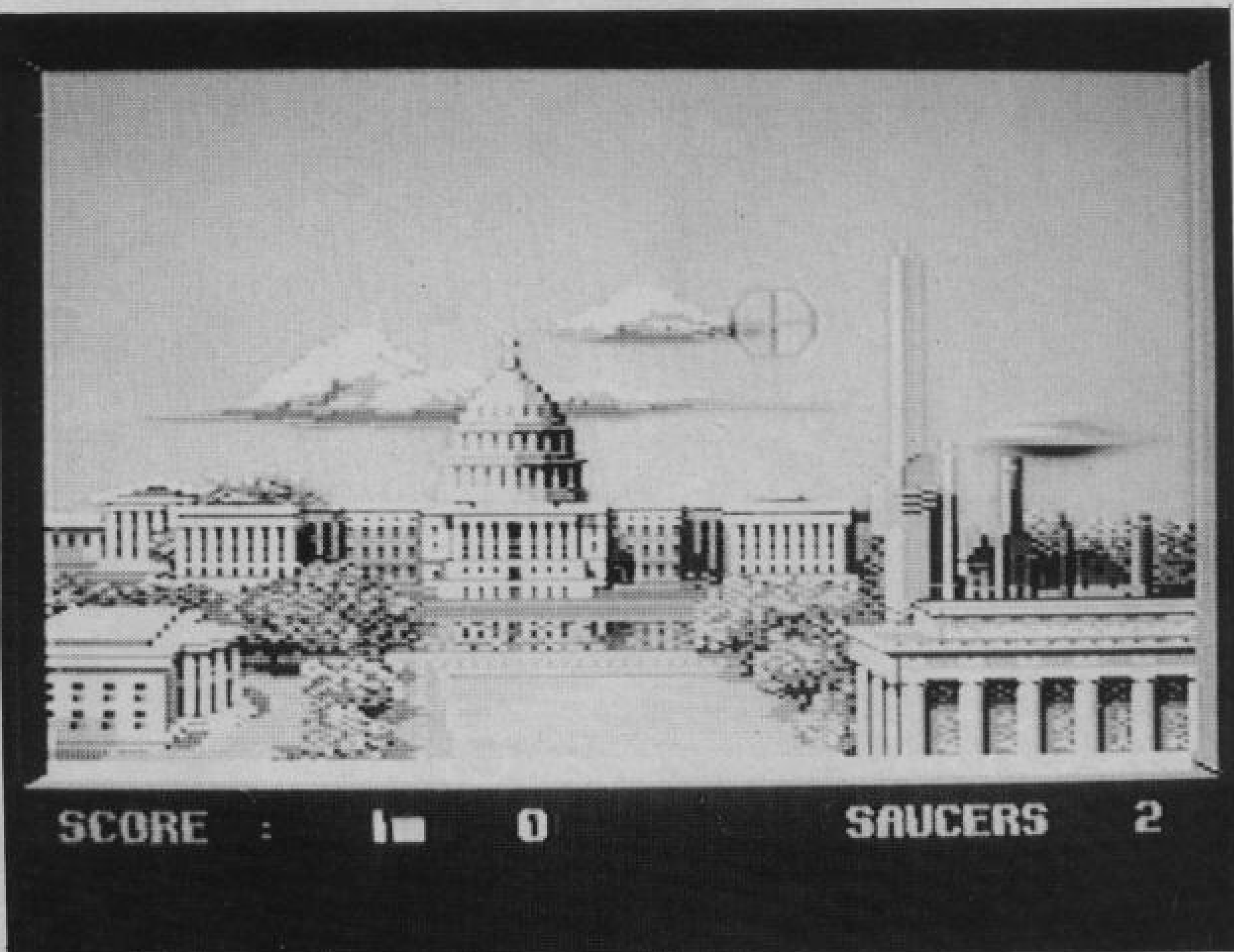


SAUCER ATTACK

Ariolasoft, £7.95 cass, £9.95 disk, joystick only



Saucer Attack *looks brilliant. The graphics are amazing and the animation superb. The only trouble is that there isn't very much of a game there. Even JR managed to complete it after three half-hearted attempts. I must admit that there are some difficult factors involved. The program sometimes gets a mite confused as to whether you've blown up a saucer or not. More than once I launched an energy globe that smacked right in the middle of one of the alien invaders only to have the program totally ignore my destructive talents* (Oh yeah, any excuse **-JR**). *Also the inability to have more than one missile in air at once made the going slow. The scoring system is a bit awkward — the instructions say that the saucers gain a point every three seconds which is fair enough but the points are only added onto the saucers' score once you've fired a shot. The atmosphere is really strange, it feels like you're acting out a naff fifties sci-fi movie. Overall pretty bad, I'm afraid, despite the wonderfull graphics there's just too little gameplay for* Saucer Attack *to make it, except as a reasonably priced budget game.*



For some mysterious and unexplained reason aliens in flying saucers have decided to invade Earth — they've probably been watching the new series of *V*. Deciding that Washington DC is the best place to achieve their aim, they fly around destroying famous landmarks in a fit of extraterrestrial vandalism. Based in a bunker on the outskirts of this famous city, it's your job to send the aliens back from whence they came. You're armament is an energy gun with the limitation of only being able to have one shot in the air at any time.

Saucer Attack from Ariolasoft is straight forward alien zap. You control your energy gun via the joystick. By moving the cross hair sight around the screen you can let loose an energy ball as soon as your sights are lined up. The screen depicts the view of a bunker looking out across Washington with all the familiar landmarks visible. The object of the game is to repel the invaders and you can achieve this by scoring 150 points. Once you've done that you get a crack at the mothership. The invaders need to reach only 50 points to win the game. For every three seconds they gain a point and also when they manage to destroy any of the major landmarks such as Washington's Needle they receive an extra 6 points.

Different tactics are needed depending on the saucers' movement patterns. If a ship is moving horizontally only when you fire will it remain stationary. If the aliens are moving vertically at all they keep moving regardless. For hitting a moving saucer you gain bonus points. Every now and again one of the space ships attempts a landing and if it succeed then it's goodnight Washington. When this happens a message flashes in the status area at the bottom of the screen.

There are three phases of attack, each one starting every time you score 50 points. The waves take place in daytime, evening and night with the graphics changing accordingly. Having thwarted the invaders it's off into space to confront the mother ship. Flying through a starfield, the mother ship flies back and forth in front of you. The place you need to hit is the command module at the top. If you miss it yet hit some other part of the ship then it loses some shielding. The amount of ammo you've got left on this stage depends on how well you did in the previous stage. Kill the mothership and the game's finished.



This suffers from the 'fab graphics, shame about the game' syndrome. Washington is shown in the sort of detail which has only been seen before on the arcade game Bomb Jack*. The sprites are really crisp and well drawn too. The only trouble is that the gameplay is really boring, being a naff version of* Missile Command **and** *it's very easy (two goes to complete)! Perhaps it would have been better at £1.99 than £7.95?*



On viewing Saucer Attack *for the first time I thought I was in for something special, since the background looks so stunning. Unfortunately this turns out to be mislea ding as the game is weaker than the unusual but sparse sound effects, with little to do other than blast two spaceships. This becomes incredibly boring after only a few games and quite honestly, I feel there's little more to say on the matter.*

Presentation 51%
Title screen and hi-score feature but no options.

Graphics 78%
Incredible backdrop, neat sprites, not much else.

Sound 30%
Strange, fitting but few FX.

Hookability 61%
Enough interest for a couple of games . . . .

Lastability 29%
. . . but that's all.

Value For Money 28%
Little gameplay offered for the price.

Overall 30%
Great graphics just aren't enough.


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THE FIRST EVER



We've never done a prize quiz in ZZAP! before — mean of us eh? Well, now we're putting that right, because in a moment of uttermost boredom, GARY PENN, the well known hairdresser from Berkhamsptead and lately a batchelor of the parish of Ludlow, sat down and penned *(groan)* this clues and guessing game specially for you. What he's done is think up sixteen clues for you to ponder upon (don't do that in public though). Solve each and EVERY one of them and enter the answers in the grid which has been lovingly drawn by tender Tony (the new face up in Art), and caressingly reproduced on film by Matthew (also up in Art), so that our printers can bring it to you, just as you see it now. You should end up with the name of a game in the vertical column which has been heavily outlined (a 3.5 ceramic draughtsman's pen, for the technically minded).

No cheating now, and no inspired guesses — only 17 correct answers will be accepted to go into the hat for drawing out.

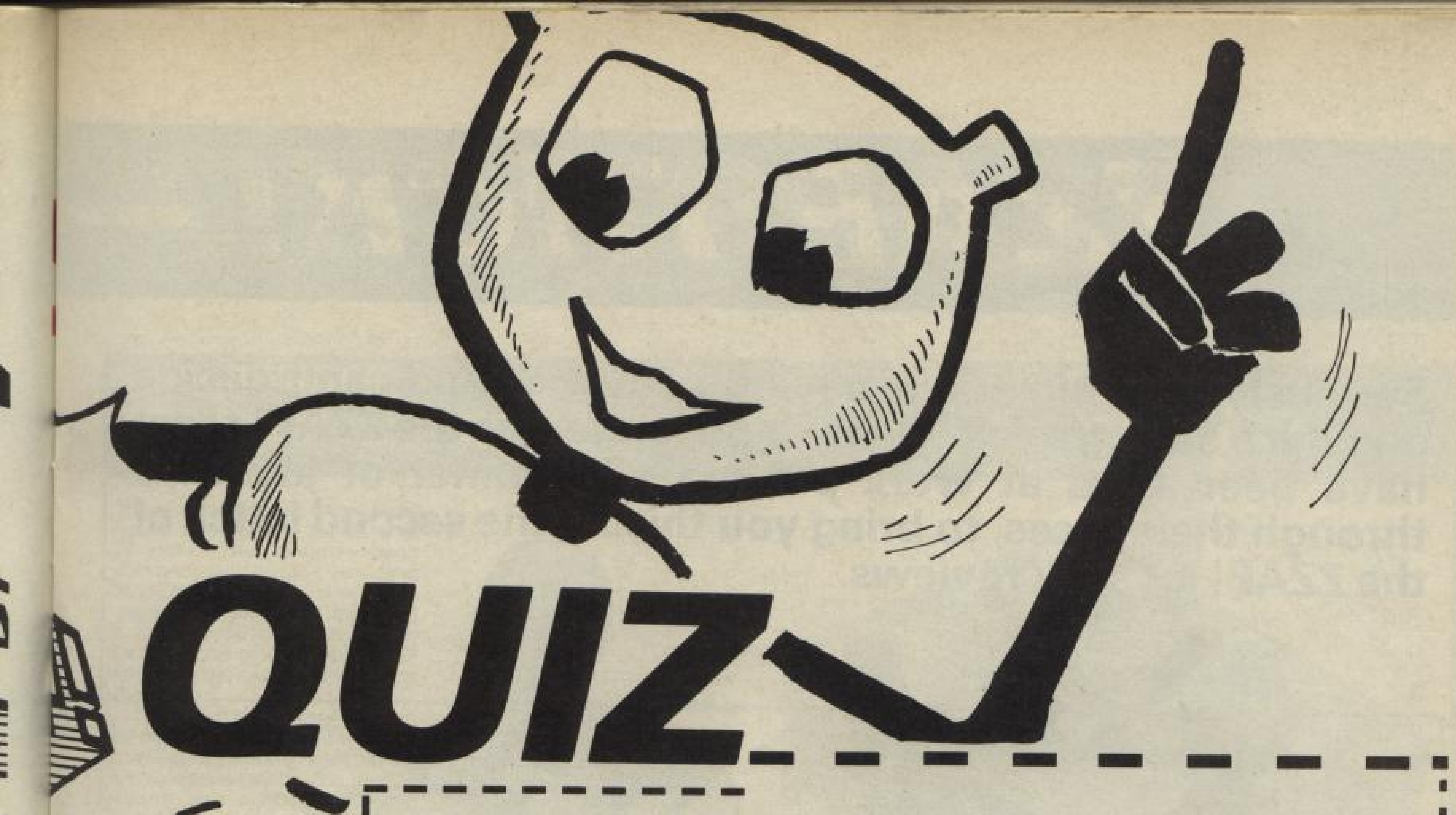
Answers to reach us by 14th November latest (you can accurately reproduce the grid on your own paper if you don't wish to cut up the mag but don't forget the name and address if you do that). The first three correct answers drawn out will each receive £25 worth of software of their choice and a ZZAP! T-shirt, while 3 runners-up will get a ZZAP! T-shirt.

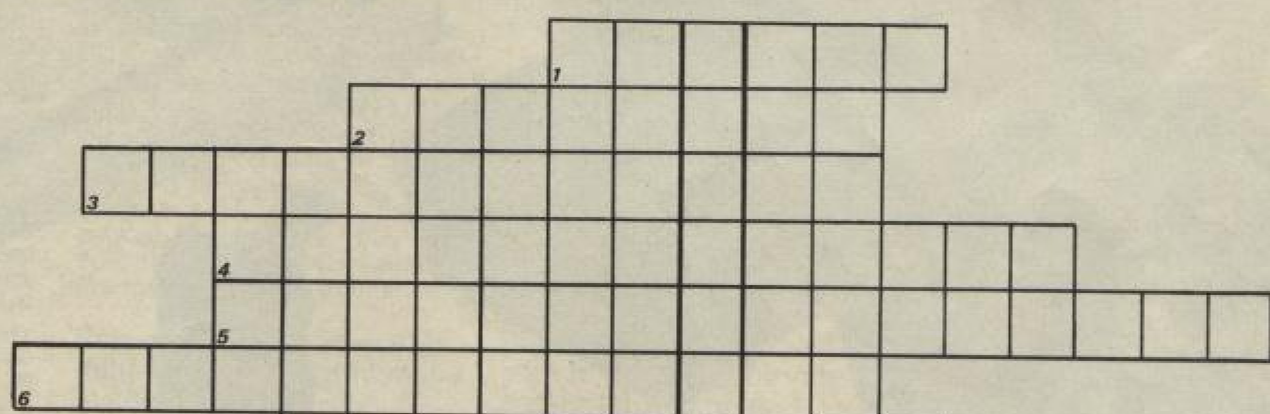
So get your thinking caps on, and rush those forms in to: **ZZAP! QUIZ, PO BOX 10, LUDLOW, SHROPSHIRE SY8 1DB.**

Yes folks, roll up for a big prize if you can get this leetle ol' quiz right . . .

THE CLUES

1. Just the season for a sports sequel.
2. Mastertronic's motorcycle madness.
3. Dosey backward arcade adventure set on the moon.
4. Soccer, Basketball and Tennis all have one thing in common other than Commodore.
5. Tony Crowthers Kamikaze train.
6. What you would get if you gave laxative to a famous mole.
7. Playing cards the US Gold way.
8. Melbourne House had one blow up on them!
9. The original 3D racing game.
10. . . . in Space, no-one can hear you bleat!
11. Activision's Oriental arcade puzzle.
12. Brian Jack's or ZZAP's?
13. Steve Evans' most famous arcade clone.
14. The infamous author of Dropzone.
15. The colour of Quicksilva's turtles.
16. Zaxxon, Pipeline or Huey?





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ZZAPSTICK! —

Seriously thinking about buying a joystick and can't decide on which stick to pick? Despair no longer for the ZZAP! team have been hard at work putting all manner of joysticks through their paces, to bring you this . . . the second batch of the ZZAP! joystick reviews.



The joysticks are put through a series of rigorous tests and we've come up with a marks scheme to refect the results of these tests and our opinions in general.

Do the suckers suck? How well does the shaft stand up to pressure? Does the stick feel good and perform well? We answer all these questions and more in our search for ultimate joystick fulfillment.

All joysticks have been tested on four different types of game — *Thing on a Spring, Way of the Exploding Fist, Dropzone* and *Decathlon*. These games were chosen because we thought they brought out the necessary requirements of a joystick. *Thing on a Spring* was used to see how responsive/sensitive a joystick is fr such things as pixel perfect jumps. *Way of the Exploding Fit* needs something with easy to obtain diagonals and fast responses, while *Dropzone* requires all round quick response on both movement and firing. Once the stick had been tested under 'simple' game conditions, *Decathlon*, the renowned joystick destroyer, was used to see how they stood up to severe pressure. If a stick was still in one piece after this heavy pounding, it was taken through the first three games again to see just how well it had worn in.

Manufacturers, Distributors and suchlike, gather ye round and harken to our words . . .

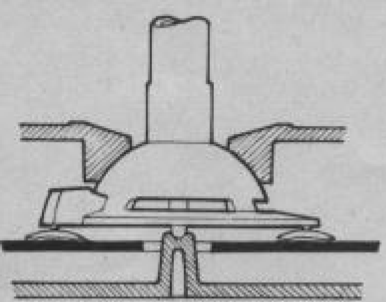
If you have a joystick, trackball etc that you feel should be put to the ZZAP! test, then hesitate for not a second longer. What are you waiting for? Take the plunge and send us your wares for placing under our rigorous and scrutineering eye...

Send any sticks, balls and meeses etc to:
ZZAPSTICK! 1-2 King Street, Ludlow, Shropshire SY8 1AQ

Joystick Review

ATARI JOYSTICK

Supplier: Atari Corp (UK) Ltd, Atari House, Railway Terrace, Slough, Berkshire SL2 5BZ. Tel (0753) 33344
Price: £7.99





The *Atari* is one of the most classic and durable joysticks of all time. The design hasn't changed since it was introduced to the gaming world over seven years ago (!) and since its advent it has stayed the distance to become one of the popular all-time greats, especially at its cheap price.

The stick itself is very basic in its design, having only a single fire button and a reasonably short, tapered stem. The base is square and although it looks rather odd, it **is** actually comfortable to hold AND effective on a table.

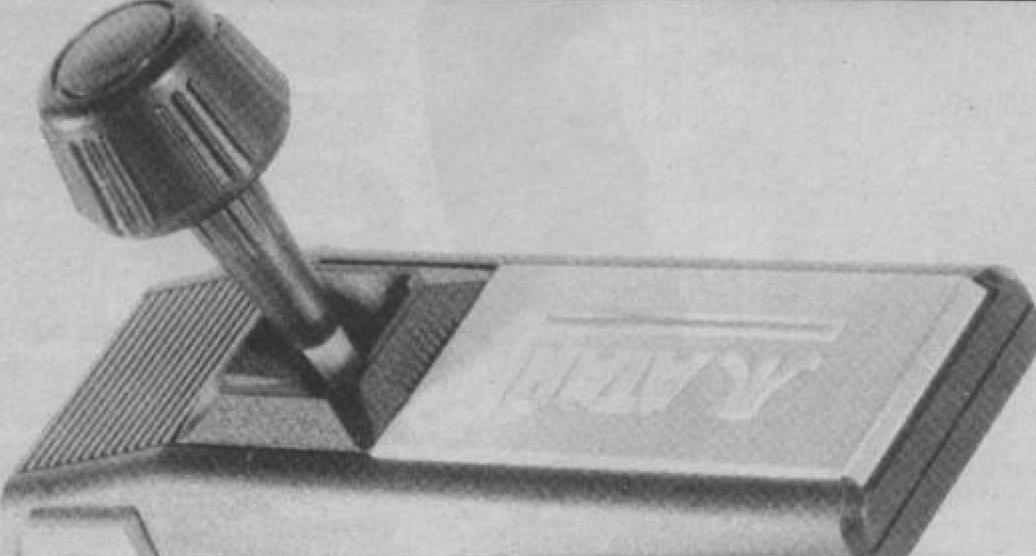
When new, an Atari joystick tends to be rather stiff but still very responsive because of its short stem. They are incredibly durable and can survive several games of *Decathlon* before they emit ominous clicks. One need not worry though, as the joystick seems built to last and is virtually indestructable, save Gary Liddon jumping up and down on it to prove otherwise. Even JR has owned one for three years and it's still going strong!

The fire button is also a little stiff initially but wears in quickly to become very responsive. Diagonals are easily and speedily obtained — great for those swift moves required in *Exploding Fist*. Overall the Atari is incredibly good value for money and is a highly responsive and durable stick. If you haven't enough money to buy the *Euroma Arcade* or *Competition Pro* then the Atari is your stick.

Responsiveness: Stick 91%
Initially stiff but highly wears in effectively.
Responsiveness: Button 82%
A good feedback and feel.
Ergonomics 82%
Depending upon the size of your hands, it can be very comfortable to hold.
Durability 94%
Remains superficially unscathed through the heftiest battles and races, but weakens internally.
Value for Money 96%
The cheapest joystick on the market and one of the best.
Overall 94%
Sturdy, reliable and cheap.

ATARI SUPER CONTROLLER

Supplier: Atari Corp (UK) Ltd, Price £9.99



This is quite an unusually shaped joystick looking more like a thin wedge than something to help you play a game. The stick has two side mounted fire buttons which can be rotated up and down to adjust them to suit your hands.

The stem is very short and mushroom shaped with a comfortable grip on the top. It tends to be quite stiff when new, but once worn in it's incredibly responsive because of its short travel. Since it has a very slim base it's very comfortable to hold, the only trouble is that because the fire buttons are side mounted thumb power is the only way to get decent firepower. The odd position of the fire buttons also makes table play pretty ineffective.

When used for *Decathlon* the joystick proved extremely hard wearing and for *Dropzone* and *Exploding Fist* it stood up well, even if the fire buttons were a pain (literally).

Like the other Atari joystick the Super Controller is cheap, costing only £9.99 — below the average price of a joystick. Overall it's very good to play with and if you like the positioning of the fire button then it is one you should definitely try out.

Responsiveness: Stick 86%
Short travel on stick and it wears in nicely.
Responsiveness: Button 84%
Side mounted, but still responsive.
Ergonomics 81%
Very good to hold, fire button lets it down.
Durability 88%
Very tough little stick that stands up to a pounding.
Value for Money 91%
Very cheap but by no means nasty.
Overall 85%
Recommended for both its price and playability.



ZZAPSTICK!

ATARI TRACKBALL

Supplier: Atari Corp (UK) Ltd, Price: £19.99



Trackballs tend to be rather expensive, but now Atari have brought down the price of their own Trackball it is well worth taking a look at. Trackballs were first introduced in the arcades and appeared on both *Centipede* and *Missile Command.* The idea behind them is to allow you to do very swift movements and pixel perfect manoeuvres just by rolling the ball around. Although they can take a bit of getting used to, once you have it is possible get a great sense of 'feel' from the game and really associate with the object you're controlling on screen.

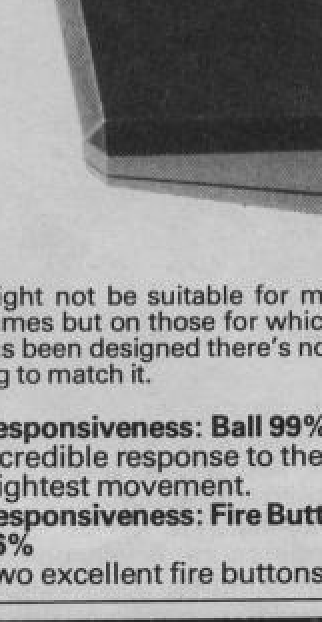
It's not fair to play test the Trackball on the same games as the joysticks so we decided to use *Doodle* (drawing utility), *Gryphon 1 and Shadowfire*. With *Doodle* the trackball fared excellently with smooth curves and intricate patterns easily achieved. *Gryphon's* gameplay was vastly improved — once you've used a Trackball on this you'll never want to play it with a joystick again. When used with *Shadowfire* the cursor could be swiftly and accurately moved about with ease.

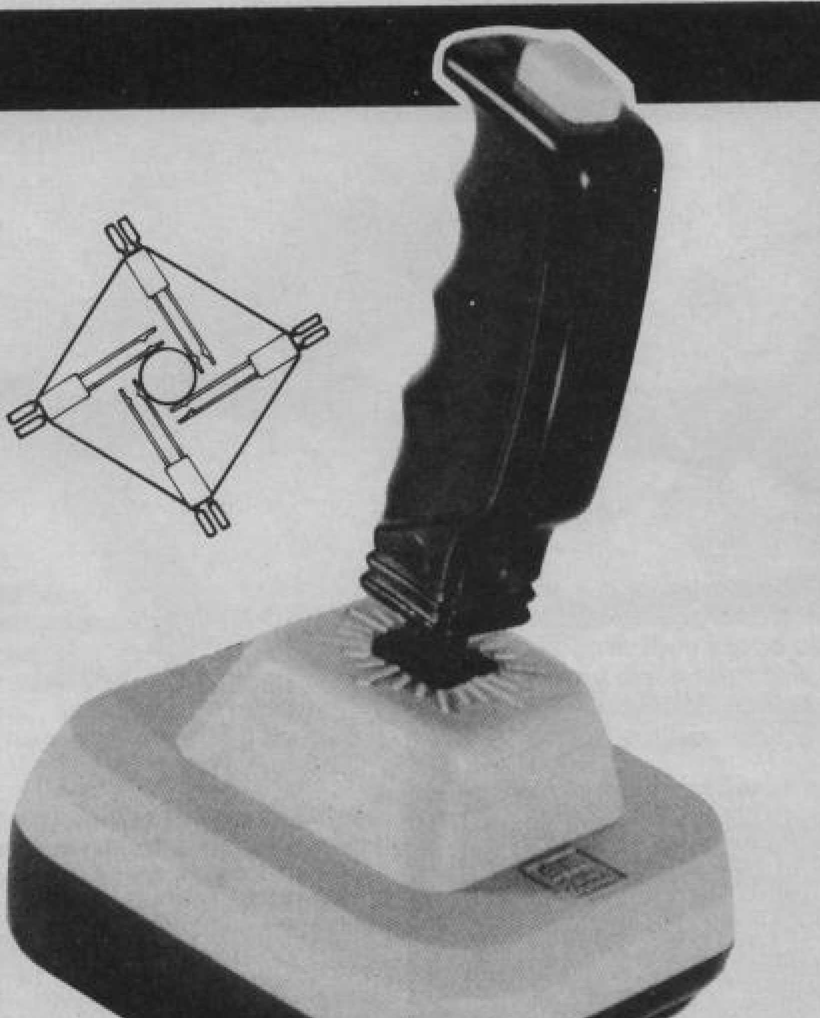
Overall the Trackball is a brilliant and underrated controller. It might not be suitable for most games but on those for which it has been designed there's nothing to match it.

Responsiveness: Ball 99%
Incredible response to the slightest movement.
Responsiveness: Fire Button 96%
Two excellent fire buttons, springy and responsive.
Ergonomics 89%
Brilliant for table play and not too bad to hold.
Durability 96%
Extremely tough shell and ball mounting.
Value for Money 93%
For a Trackball of this quality a steal.
Overall 95%
Unbeatable in its field.

THE BOSS

Supplier: CGL, Price: £15.99

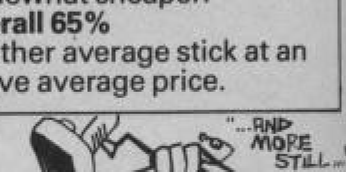




This is one of the cheapest sticks that Wico produce and it seems to suffer rather heavily as a result. *The Boss* doesn't have quite the same feel of quality as the *Bat Handle* and the *Three Way*, even though it is made from heavy duty components. The single top fire button is unresponsive and feels very sluggish to use. The stick itself is also slow to react and is insensitive and 'uncooperative' to use, which is surprising, since leaf switches are used.

The shape of the stick means it's fairly comfortable to hold, especially if you have large hands. It's not too bad on a table top either. Problem is, the joystick grip moves freely about the shaft, making it easy to lose **your** grip and that can be frustrating at times. The lack of a base fire button means that the stick is unfriendly and awkward to use. It didn't perform too well on any of the games and diagonals are a pain to get, especially in a tight spot. *The Boss* stood up to the *Decathlon* but it's by no means easy to waggle at any great speed. If this is the best that one can expect of a cheaper Wico joystick then we were not overly impressed. They ought to stick to what they're best at, ie making high quality, high priced sticks. They could also drop their prices while they're at it.

Responsiveness: Stick 61%
Bad feel and sluggish to respond.
Responsiveness: Button 49%
Only one fire button that isn't too hot.
Ergonomics 68%
Not that easy to hold and not much easier to use on a table.
Durability 81%
Although unresponsive, it is very sturdy.
Value For Money 58%
Would benefit from being somewhat cheaper.
Overall 65%
A rather average stick at an above average price.

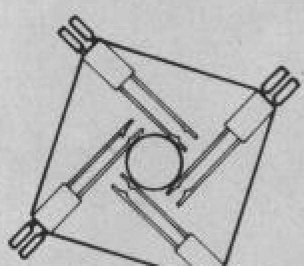


ZZAPSTICK!

WICO BAT HANDLE

Supplier: CGL, CGL House, Goldings Hill, Loughton, Essex IG10 2RR. Tel 01 508 5600
Price: £27.99





The *Bat Handle* is very similar to the ones you find in some arcade machines (like *Karate Champ*). It's very tough and pretty simple in design with a square base and long tapering stem.

There are two fire buttons, one mounted on the base and one on the stem, useful if you want to give your thumb a work out. The trouble with this type of stick is that because of its very long stem there is a great travel distance between contacts making it unresponsive and rather sluggish (especially for games like *Dropzone*). Perhaps if the stem was made a little shorter then the stick would be pretty good, but as it stands it just takes to long to move from a left contact to a right.

The stick tended to be rather unresponsive to pixel movements for the same reasons, playing *Thing* as a total disaster area, especially when crucial jumps and adjustments were needed. When put through the *Fist* test it fared reasonably well, but only if the stem was held at the bottom. Held at the top it was again sluggish.

It didn't do too badly in the *Decathlon* test and showed no sign of weakening. We were pretty surprised to find that quite a good turn of speed could be achieved if the stem was held near the base. Hold it at the top and your arm is going all over the place and no real speed can be accomplished.

Overall the stick just didn't seem anywhere good enough to warrant its huge price tag. It wasn't very comfortable to hold and although the base fire button was good the top fire button was just about useless.

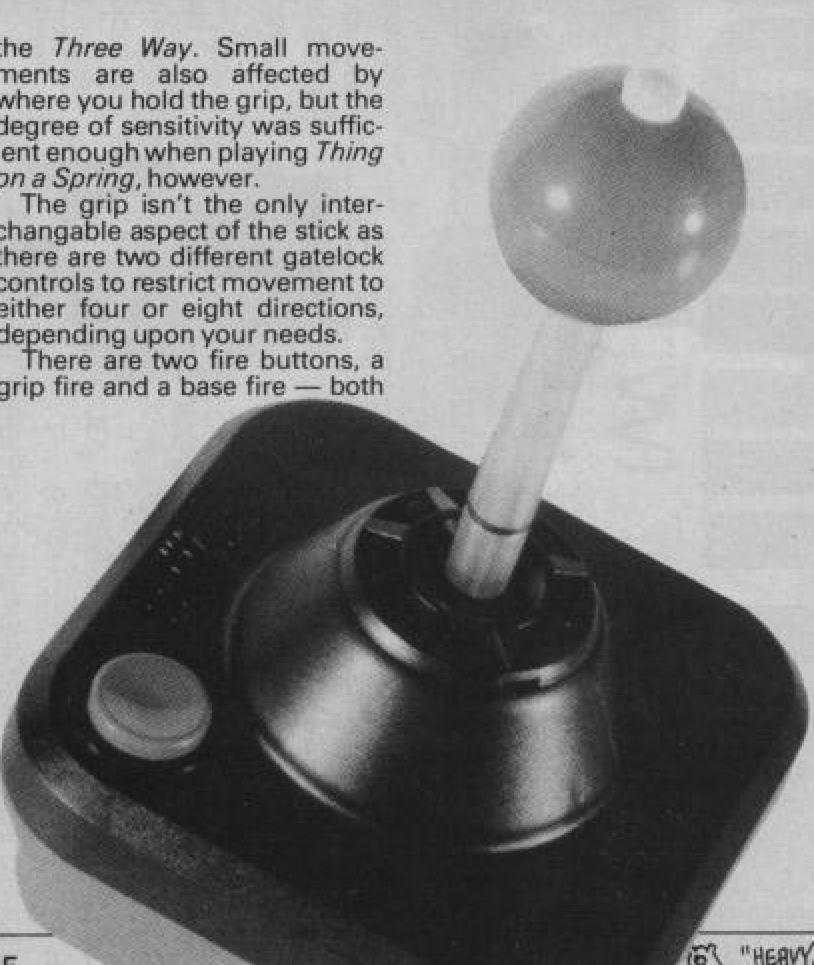
Responsiveness: Stick 74%
Massive travel distance makes it very unresponsive if held at the top.

Responsiveness: Button 91%
Top fire button pretty useless, but base button nice, responsive and spring

Ergonomics 69%
Large square base made it difficult to hold, tablewise it wasn't too bad.
Durability 92%
Strong with resilient base.
Value For Money 49%
Just too much for too little.
Overall 77%
Very expensive and disappointing stick.

WICO THREE WAY

Supplier: CGL, Price: £32.99



The *Wico Three Way* is effectively a deluxe version of the *Bat Handle* joystick, being very similar in appearance but not in performance and price. So what do you get for the extra five quid? Well to start with the stick comes with three freely interchangable grips that slip, with some difficulty may we say, over he steel shaft. You are supplied with a Red Ball (as found on the Wico *Red Ball* funny enough), a Bat Handle (the same as that actually **on** the Wico *Bat Handle*) and a Grip Handle. The grips aren't particularly comfortable to hold and make the shaft feel somewhat 'separated' from the base.

The *Three Way* makes use of the responsive leaf switch mechanism, but unfortunately the shaft is too long and therefore so is the distance of travel. This makes the stick slow to respond to movement when held 'properly' ie firmly by the grip, but it did in fact perform very well when held nearer to the base of the shaft. Diagonals can be obtained quickly and without a great deal of thought, making *Exploding Fist* an enjoyable game to play to play with the *Three Way*. Small movements are also affected by where you hold the grip, but the degree of sensitivity was sufficient enough when playing *Thing on a Spring*, however.

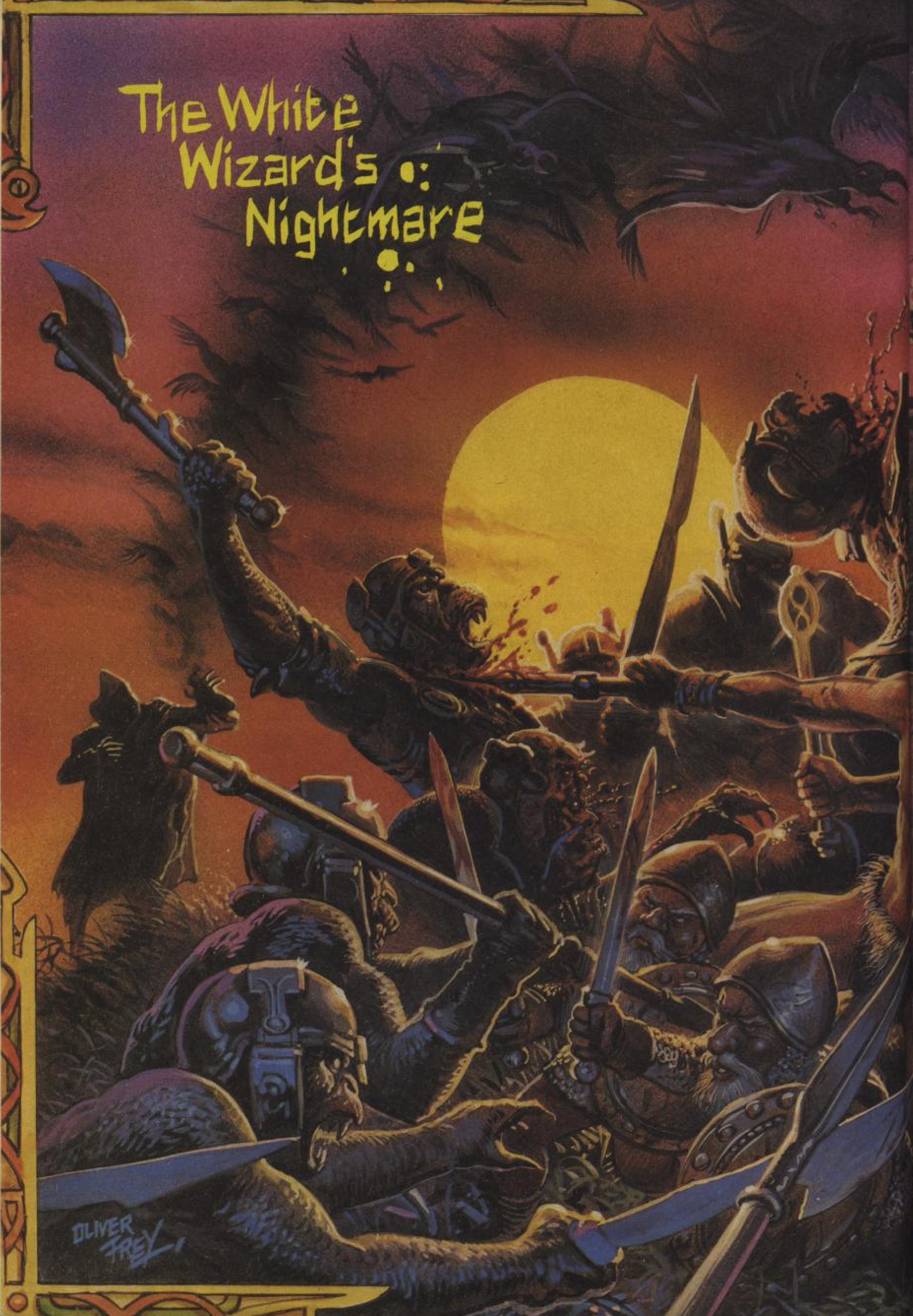
The grip isn't the only interchangable aspect of the stick as there are two different gatelock controls to restrict movement to either four or eight directions, depending upon your needs.

There are two fire buttons, a grip fire and a base fire — both are of a high quality but a good rapid fire rate can only be achieved with the base button. A switch on the top side of the joystick base enables you to choose between the grip and base fire or just the grip fire. This is a great joystick and one I would recommend heartily if weren't for the ridiculously high price.

Responsiveness: Stick 88%
Despite length of travel the sticks reacts well.
Responsiveness: Button 94%
Very bouncy with a good feel.
Ergonomics 79%
A bit too bulky too hold comfortably in the hand but stable on a table top.
Durability 93%
Tough leaf switch action and outer casing.
Value For Money 60%
Far too expensive, even though it's a very good joystick.
Overall 87%
Great stick, shame about the price.




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In the famous words of Winston Churchill:
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Written by Alan Steel, Ian Bird
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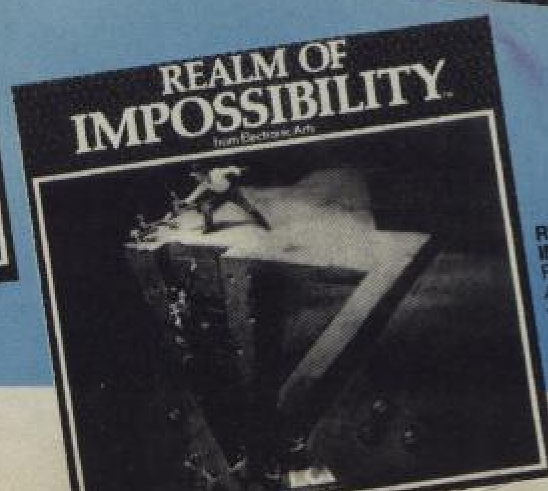
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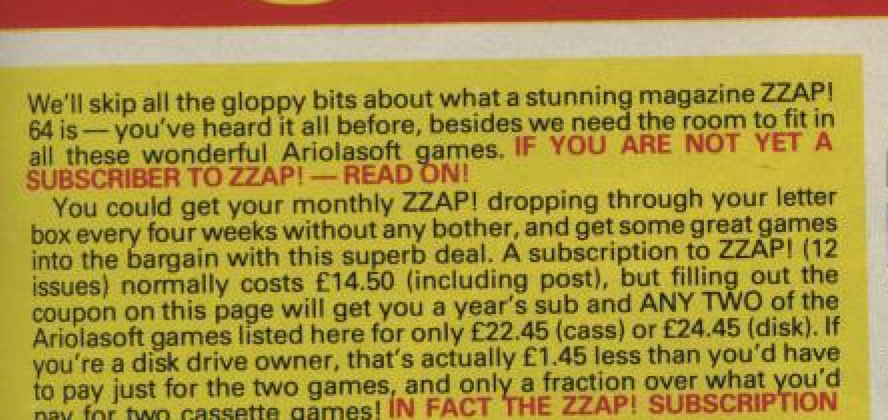
64 games to go h Britain's best 64 games mag!

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ZZAP! TIPS

HINTS, CHEATS, POKES AND . . . OH YEAH, TIPS!

Fresh as a daisy from his exertions at the Personal Computer World Show, your very own Gazza the Penncil (Gary Penn to first time readers) checks out what's happening with playing tips . . .



FRANKIE GOES TO HOLLYWOOD (Ocean)

Neil Parkes and myself give some tips on how to complete this ZZAP! Gold Medal game . . .

THE GAMES
All of these must be completed along with the various other tasks, to obtain the maximum of 87,000 points and access to the heart of the Pleasure Dome.

THE TERMINAL ROOM
You must successfully load three disks and use the Security Pass to complete this room and gain access to all four of the Cybernetic Breakout screens. There are initially only six disks evident and four of these are corrupted, so look under the window in the back garden of one of the houses.

SEA OF HOLES
Neither of us seem totally sure about this room, but here's the method that Neil finds works best: First, go through the fourth hole from the left when it's going up, then the far right hole when it's going up, followed by the third hole from the left when that's going up and finally the far left hole as it moves up. This should take you to the bottom of the screen and allow you to enter the Talking Heads screen.

If, on the other hand, you have already completed the Sea of Holes and wish to enter the Corridors of Power, follow this method: Get to the bottom of the screen as above and go through the second hole from the right while it's moving up and then the second hole from the left when it's going up. You should now be able to walk through the door and into the Corridors.

CYBERNETIC BREAKOUT
Neil: The only tip I can offer for this screen is to guide the symbol so that it can be bounced directly into the gap, rather than via the walls. You can then adjust your position so that (hopefully) the symbol will go straight in with minimal fuss.

RAID OVER MERSEYSIDE
On this screen, shooting the bombs gives you extra Love and the planes extra Pleasure. Destroying 24 bombs or 12 planes leads to the end of the game and an exit to another screen. If a bomb should reach its target you lose War and if it actually hits the track that your gun moves along, then your movement is slowed down considerably. Neil concentrates primarily on shooting the bombs to finish the screen, as he feels the planes are more difficult to hit. Whereas I find that the converse is the case.

ZTT ROOM
Initially, to most, the ZTT puzzle itself is the most daunting of all the tasks, but once you get to grips with it, you soon find that this isn't quite so. Study the effect that each button has on the puzzle, making careful note of which pieces appear and disappear with every press and draw a diagram to help if necessary.

Before you can actually attempt the puzzle there's the small matter of the wall that halts your progress. Wear the Flak Jacket (found in one of two halls with coat-pegs etc present) to absorb the bullets fired by the wall and blow it away for good. To the right of the wall there are three white squares that when touched, give you 100 Pleasure Points and access to the Sea of Holes.

CUPID'S ARROWS
Concentrate on the right hand side of the screen when riding on a cloud as you will need as much advance warning of approaching arrows as possible. Although there are three halos, you are only required to collect the one for maximum points.

FLOWER POWER
Before a flower hits the ground it always floats to the right. Therefore one should always face right as this makes it easier to collect the flowers as they fall.

TALKING HEADS
This game is in fact easier than it looks and is very useful for racking up extra War points towards the end of the game. Start by moving to the top of the screen and shooting a hole through the wall. When your opponent follows your lead, let him have it in between dodging his badly aimed potshots.

SHOOTING GALLERY
Before attempting this screen one should ensure that the duck has been set free from a certain living room. This means that when you enter the Shooting Gallery, the duck flies across the top of the screen and if you hit it, an extra shot is yours. It's also essential for earning maximum points. As for the targets themselves — take your time and only try to hit the ones that pop up nearest to you.

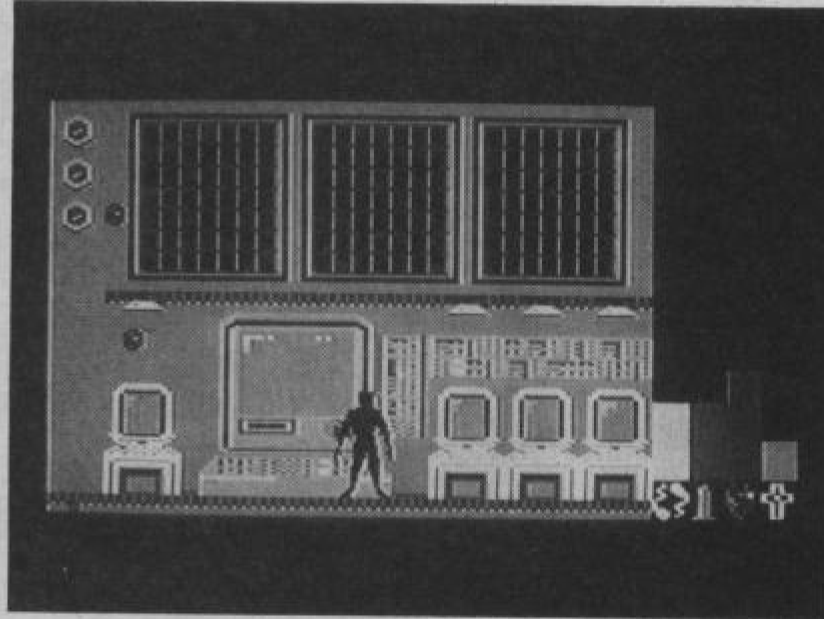
MURDER MYSTERY
Successfully naming the killer accounts for a large proportion of your overall score, but even if you do solve all the clues there's still only a 50% chance of getting it right. There are ten everyday people and one of them gets murdered at the very beginning of the game, it's up to you to find the body. From then on there are 22 clues to be found and all of them are vital if you are to achieve a maximum score.

The clues are to help you eliminate suspects from being the killer and must be continually cross referenced if you are to get any nearer to solving the murder. For example, if you are told that Miss Mundane is a regular church goer and later on that the killer is an atheist, you can assume that the crime wasn't committed by her. Once you have seen all the clues, return to the scene of the crime and make your accusation as to who is the killer. This always ends up as being a case of luck since you can't narrow the list of would be murderers down to less than two.





WELCOME TO THE PLEASURE DOME . . .
To enter the centre of the Pleasure Dome and become a real person you need a perfect score of 87,000 and 98%. This means that you must have solved the murder, completed **all** of the games, opened the entrance to the Pleasure Dome and shot all of the sparks within, taken every object be it useless or useful, used all relevant objects such as pleasure pills and videos, filled the bowl with milk and given it to the cat and solved the ZTT puzzle amongst other things. Then, and only then, will Frankie say . . . BANG!





EVERYONE'S A WALLY (Mikro-Gen)

Lee Whalley of Aughton, Lancashire is one of the many who sent in solutions to this game . . .

HARRY. Collect the **Screwdriver** and the **Good Insulator.** Enter the phone box and play the game of **Asteroids** therein until you hear a high pitched chime. This indicates you should leave the telephone box, so do just that and go to the pylon in School Lane. The lightning bolts that previously surrounded the pylon will drift away, allowing you to climb it unhindered and exchange the **Cracked Insulator** for the good one.
Get the **Pliers** and **Fuse Wire** and take them to the Butchers where you can mend the **Fuse (Blown).** Now you can get the **Meat** by placing the **Fuse** in the freezer.

TOM. Take the meat to the sewer and it will now be possible to walk past the shark unscathed.

DICK. Take the **Gas Mask** and **Any Useless Item** to the sewer and exchange the latter for the **Pipe (Leaking).** Go to the work shed in Rubble Road and leave the pipe on the table while you go and collect the **Patch** and the **Chewing Gum.** Walk past the patch and the pipe will transform into the **Pipe (Patched).** Take this down to the sewer, along with the gas mask, and fix the gas leak. You can now get the letter 'R'.
Collect the **Monkey Nuts** and the **Plunger** and go to the Zoo, where you can change the nuts for the **Monkey Wrench.** Now go to the Town Square and climb to the top of the fountain, thus repairing it and aiding Wally in the next leg of this wierd and wonderful marathon.

WALLY. Take the **Sand** and the **Bucket (Empty)** to the Town Square and walk right past the fountain to fill the bucket. Go straight to Pete Street where there is a cement mixer and exchange the sand for the **Cement.** After collecting the **Trowel,** take it along to Wall Street, along with the cement and walk past the pile of bricks to build a large wall.

WILMA. Take **Book One** and **Book Two** to the Library and exchange them for the **Jump Leads** and the **Bunsen Burner.** Put these two objects somewhere safe and find **Book Three,.** This should be taken to the Library and can be swapped for the letter 'B'.

TOM. Remove the **Battery (Flat)** from the fork lift truck in Wall Street.

HARRY. Take both the battery and the jump leads to the Garage and walk past the battery charger. The battery will now be fully charged, unless you didn't previously mend the pylon . . .

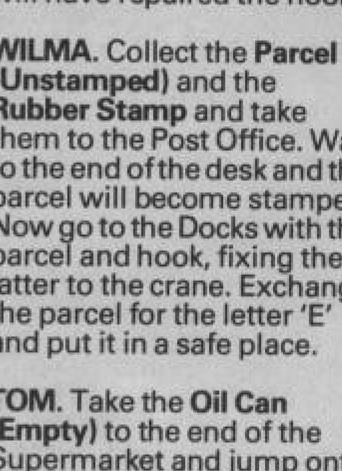
TOM. Relieve Harry of the battery and take it back to the fork lift truck in Wall Street. Placing the charged battery in the truck allows you to climb onto the wall via the elevator and collect the letter 'K'.

WALLY. Go to the work shed in Rubble Road armed with the **Hook (Broken)** and the **Superglue.** Place the hook on the table next to the vice and walk past it. The superglue will have repaired the hook.

WILMA. Collect the **Parcel (Unstamped)** and the **Rubber Stamp** and take them to the Post Office. Walk to the end of the desk and the parcel will become stamped. Now go to the Docks with the parcel and hook, fixing the latter to the crane. Exchange the parcel for the letter 'E' and put it in a safe place.

TOM. Take the **Oil Can (Empty)** to the end of the Supermarket and jump onto the trolley there. It should start to move.

HARRY. Jump onto the moving trolley and then onto the table so that you can get the letter 'A'.
Now that you've got all five letters, what are going to do with them? You'll figure it out sooner or later, you can bank on that!



HERCULES (Interdisc)

Some useful, but occasionally unreliable, POKEs from Anthony Cox of Chipping Sodbury, Bristol.
Type LOAD **and press** RETURN. **Once the first part of the program has loaded,** POKE 2191,226:POKE 2192,252 (RETURN) **and then** RUN (RETURN). **When the game finishes loading the computer will reset, allowing you to enter these POKEs:**
POKE 3905,169
POKE 3906,0
POKE 3907,234 (RETURN)
SYS 2304 **to start the game and you will find that the moving monsters can't kill you now.**

RAID OVER MOSCOW (US Gold/Access)

This game's getting on a bit now, but there might be a few people who would appreciate these small cheats. They were sent in by **Zulficar Suriya** of Manchester and enable you to start playing the game from certain screens (much more effective than the demo mode cheat).
Start the game at any level and when the first screen appears, use one of the following . . .
Hold down the **RUN/STOP** and **Q** keys to start on the Missile Silos screen.
RUN/STOP and **BACK ARROW** (top left of the keyboard) will put you outside the Kremlin — the Soviet Defence System.
RUN/STOP and **1** will plonk you inside the Reactor Room.
Finally, **RUN/STOP** and **2** lets you see for yourself what happens if you fail the mission.

MOON CRESTA (Incentive)

If you're finding this classic arcade conversion a little too fast then try this smart cheat. Credit must go to **Michael Hall** from Farnham, Surrey who sent the following tip in in the first place.
Unfortunately you will need two joysticks, one of which must be a Quickshot II (or another joystick with a

auto-fire facility). Simply plug the normal stick into port 2 and the one with auto-fire into port 1. Now turn on the auto-fire and play the game with the other joystick. By now you will have noticed that there's this rather unpleasant buzzing sound coming from your TV. The more observant among you may also have noticed that all the aliens have slowed down, whereas your ship still moves at the normal speed, thus making the game slightly easier. Good eh?

HYPERSPORTS (Imagine)

Nothing special I'm afraid but I thought I'd let you know all the same. On the Weight Lifting you can qualify the second time round by lifting 150kg instead of 190kg. Well that's it, but then I did tell you it wasn't much.

CAULDRON (Palace)

Niru Goenka of Woolton, Liverpool has a tip for the very patient among you . . . Leave your hag hovering/ standing in one of the many power sources dotted about the planet, for a few minutes, days, weeks (months)!? Although the nasties run into you, no energy is lost as it is constantly being replenished, and your score increases with each hit.

THE FOURTH PROTOCOL (Hutchinson)

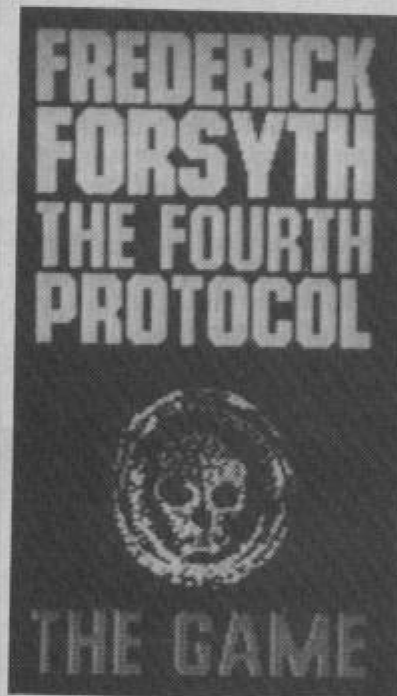
Following the hefty tips for Part One, the NATO Documents, published in issue 4, **Lee Basannavar** of Walton-on-Thames, Surrey has a few of his own to add . . .

On June 8th you receive a MEMO asking you to install security systems in the CO Data Analyst building, to which you must reply Y(es). The Basement must have the following locations locked: the Computer Room, the Office and the Data Storage area, while a further Guard must be placed on the second door to the Computer Room.

The Ground Floor must be attended thus: the Main Entrance doors need to be locked, as does the Desk and Key room, the Photocopy room, the Office, the Security Door and the Conference Room. You can now return to Cencom.

If you carried out the above correctly you will receive another MEMO on June 17th, this time asking you to secure the Computer. You are required to decide the order of importance on the following:

1) Computer audits by system analysts
2) Only A1 security personnel used
3) Special password changed weekly
4) Special keys to secure areas
5) Telephone connections to go through human operators
6) Visitors escorted within the building



The order to enter when prompted is '354621' and stops hackers from penetrating the system. Your Prestige and Progress points will be increased considerably on successfully fulfilling this task.

FINDERS KEEPERS

A couple more 'clues' . . .

The Model Cutty Sark **and the** Empty Bottle **make a** Ship in a Bottle **and the** Lump of Cheese **and the** Mouse **quite logically make a** Very Fat Mouse.

Get the Knife **and** Fork **from the** Astrologer's Study **and the** Leg of Chicken **from the** Garden Gate Maze, **to make a** Chicken Bone. **You can now get the** Large Hairy Dog **from** Gordon the Trader's Room **and take it to the** Cat. **Drop the dog in front of the cat and it will disappear, allowing you to escape from the Castle for good!**

STRANGELOOP (Virgin)

I haven't printed any tips on this excellent example of a quality arcade adventure yet, so . . .

Get the 5 Credit Coin **from location P2 and take it to the Vendromat at Y7, where you will be given a** Fuse and 1 Credit change. **Take the** Pleasure Circuit **from U6 to Marvin the Robot in U8 and you receive a** BUPA Card **in exchange. Give this card to Doctor Psycho in L6 and in return you will get a** Circuit Board. **Also, collect the** Key **from behind the door. Use this key to open the door in J2 and go into L0. Stand by the door marked 2, press the fire button and get the** ID Card.

There's a hidden door in the top right hand corner of N8 that leads to N9 and a Magnet. **This is to be used later on a small machine. In A3, go up the far right hand pipe, take a right and you'll find a** CBM Manual. **Give this to the computer in J0. That's all for the moment, but if anyone has a specific question relating to this or any other game, then write in and ask (no SAEs, please. Any questions of relevance will be printed alongside the answer in a future issue of the mag).**

Many thanks to Shaun Haggan of Consett, Co Durham and M Saunders of Swanley, Kent (amongst others) for their solutions to the game.

TIPS

POKES!

ELITE (Firebird)

Some very interesting routines from an A N Onymous. If he or she is reading this and recognises their tips, can they get in contact with me with relevant details, as they're in line for a T Shirt etc (wow).

The following listings enable you to load in and alter your saved data file and add to your credits, equipment etc. Firstly, type in the listing that is most applicable to you . . .

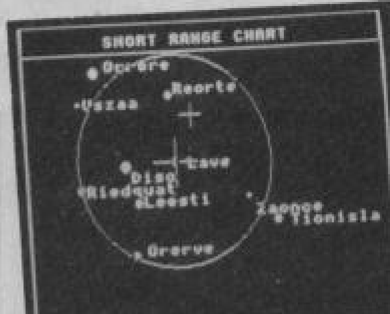
TAPE:

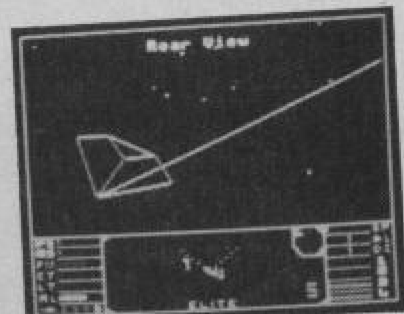
```
10 T=0:FOR X=8192 TO
8276
15 READ A:POKE X,A
20 T=T+A: NEXT: PRINT T
30 IF T<>10832 THEN PRINT
"DATA ERROR"
40 DATA 32, 65, 32, 141, 251,
37, 32, 51, 32, 141, 252, 37,
169, 1, 162, 1
50 DATA 160, 1, 32, 186, 255,
169, 4, 162, 47, 160, 32, 32,
189, 255, 169, 176, 133, 251,
169, 37
60 DATA 133, 252, 169, 251,
162, 253, 160, 37, 76, 216,
255, 67, 77, 68, 82, 162, 73,
24, 138, 125
70 DATA 175, 37, 93, 176, 37,
202, 208, 247, 96, 162, 73, 24,
138, 134, 187, 69, 187, 106,
125
80 DATA 175, 37, 93, 176, 37,
202, 208, 242, 96, 255
```

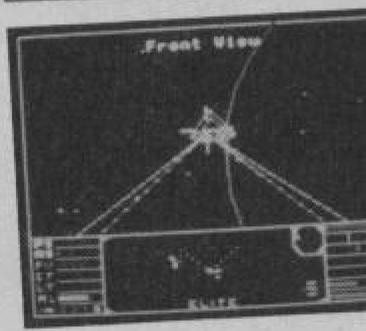
Or . . . DISK:

```
10 FOR X48192 TO 8276
15 READ A:POKE X,A
20 T=T+A: NEXT: PRINT T
30 IF T<>10792 THEN PRINT
"DATA ERROR"
40 DATA 32, 65, 32, 141, 251,
37, 32, 51, 32, 141, 252, 37,
169, 1, 162, 8
50 DATA 160, 1, 32, 186, 255,
169, 4, 162, 47, 160, 32, 32,
189, 255, 169, 176, 133, 251,
169, 37
60 DATA 133, 252, 169, 251,
162, 253, 160, 37, 76, 216,
255, 64, 48, 58, 77, 162, 73,
24, 138, 125
70 DATA 175, 37, 93, 176, 37,
202, 208, 247, 96, 162, 73, 24,
138, 134, 187, 69, 187, 106,
125
80 DATA 175, 37, 93, 176, 37,
202, 208, 242, 96, 255
```

You can either SAVE the program out or use it as it is. When you're ready, type RUN (RETURN) and when (if?) the correct checksum is printed, LOAD your saved game from tape or disk. If









you get a DATA ERROR after running the program, you have typed in a piece of the data wrongly and must check through the listing thoroughly, ammending any errors found. To LOAD your saved game from tape LOAD "filename",1,1, where 'filename' is the name of your data file. Disk owners LOAD "filename",8,1. Now you can enter some really meaty POKEs . . .

POKE 9648, 18 gives a clean status
POKE 9664,151 gives front military lasers
POKE 9665,15 gives rear pulse lasers
POKE 9666,143 gives left side beam lasers
POKE 9667,50 gives right side mining lasers

The last four pokes can be rearranged slightly, to give different combinations of laser and position.

POKE 9657,255: POKE 9658,255: POKE 9659,255: POKE 9660,255 for maximum credits. Any attempt to earn further credits will simply result in you losing all credit (ho ho).

EQUIPMENT
POKE 9688,255 gives you an Escape Pod
POKE 9689,255 Fuel Scoops
POKE 9690,255 ECM
POKE 9691,255 Energy Bomb
POKE 9692,255 Energy Unit
POKE 9693,255 Docking Computer
POKE 9694,255 Galactic Hyperspace

CARGO
POKE 9670,255 gives you 255 Missiles
POKE 9671,255 255 tons of Food
POKE 9672,255 Textiles
POKE 9673,255 etc . . .
. . . POKE 9687,255 Alien Items

Finally, to gain Elite status . . .

POKE 9720,255

When you feel that you have entered your criteria of POKEs, SYS 8192 to create a new, usable saved game with the correct competition number. Press RECORD and PLAY on the tape recorder when prompted to save out the file CMDR for future use.

Actually, while we're on the subject of Elite . . .

You remember the 'cheat' printed last month, you know the docking computer music thing? Well it transpires that if you PAUSE the game and type X, C, M and B, you get sound effects along with the docking computer music. And right weird it sounds too . . .

Oh yes, something else you might find of interest concerning Elite . . .

It seems that Firebird have been sneaking out copies of Elite II over the past month or so. Don't get too excited though, as there's only one minor difference from the original — the new version features an impressive piece of title screen music whereas earlier versions don't. Strikes me as a being a mite sneaky all the same . . .

SHEEP IN SPACE (Llamasoft)

The following POKEs were sent in by Alex Hopcroft of Tamworth, Staffs. They stop all sprite collision detection so that you are impervious to the nasties. Don't run into the planet though . . .

Rewind the tape to the beginning and type LOAD (RETURN). When the first part of the program has finished loading, type LOAD "",1,1 to load the second part. After this has loaded, POKE 44,76 (RETURN) and LOAD (RETURN).

Once the third part has loaded enter the following POKEs:
POKE 35009,234
POKE 35010,169
POKE 35011,254
POKE 35050,234
POKE 35051,169
POKE 35052,254
Type SYS 32777 to start the game.

MONTY MOLE (Gremlin Graphics)

There have been plenty of pleas for some POKEs to make this popular Crowther game somewhat easier. Well here they are, courtesy of Gary Saunders of Colchester, Essex . . .

Rewind the tape to the start and type in the following:
SYS 63276:POKE 43,200:SYS 62828 (RETURN)

When the program has finished loading and the READY. prompt appears in the top left hand corner of the screen, type in these POKEs . . .
POKE 43,1:NEW (RETURN)
FOR A=10880 TO 12288:POKE A,0:NEXT (RETURN)
FOR A=13120 TO 13696:POKE A,0:NEXT (RETURN)
FOR A=13760 TO 14080:POKE A,0:NEXT (RETURN)
FOR A=14400 TO 15680:POKE A,0:NEXT (RETURN)
FOR A=16000 TO 16320:POKE A,0:NEXT (RETURN)

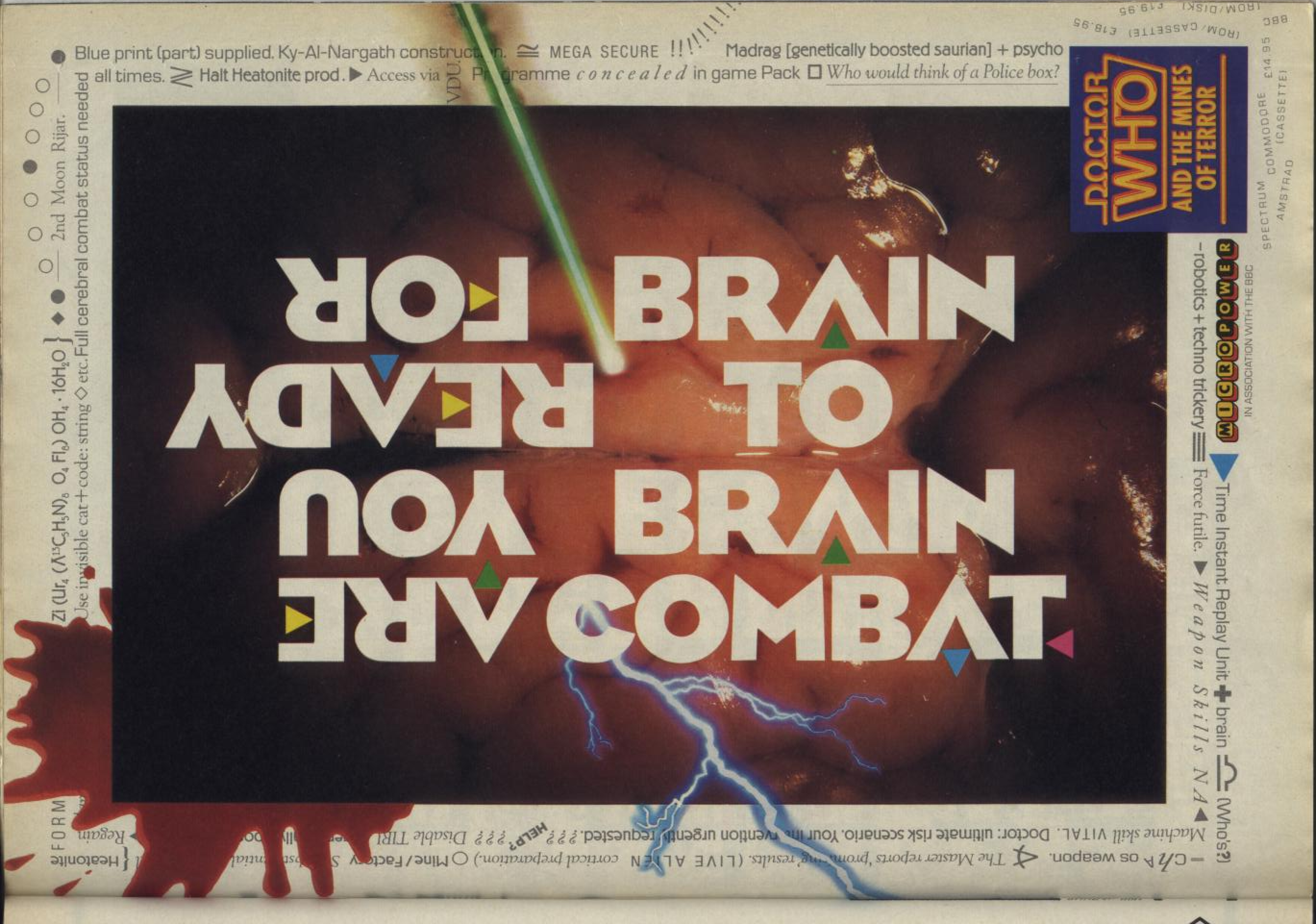
This clears out all the nasty sprites, leaving Monty, the coal, the scroll and the boxes of worms intact and making the game slightly easier. To start the game type SYS 33682 (RETURN).

HAVOC (Dynavision)

For those of you with a reset switch (or equivalent) here are some POKEs from K E Rippon of Kirkham, Lancs.

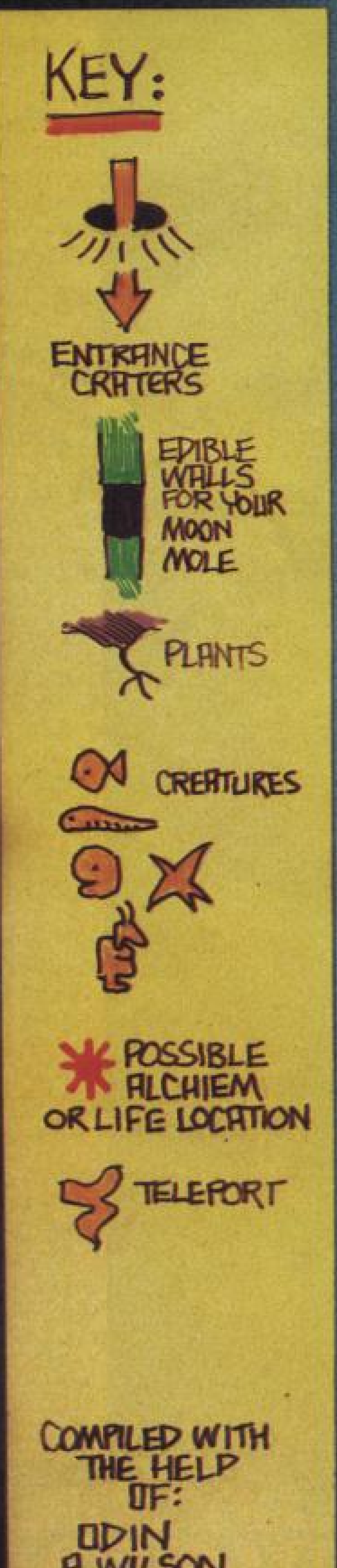
After loading the game and resetting the computer, enter the following POKEs . . .

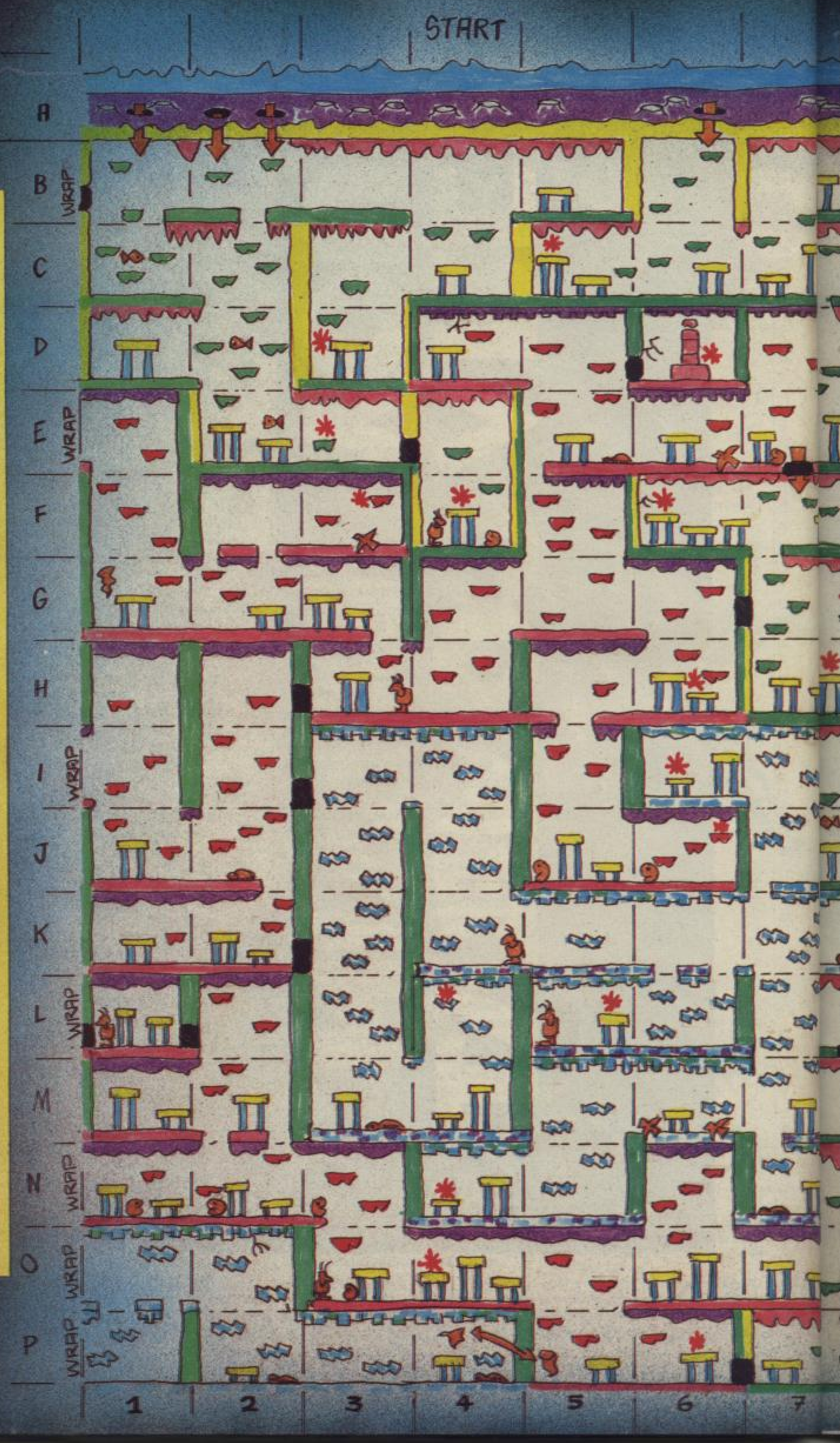


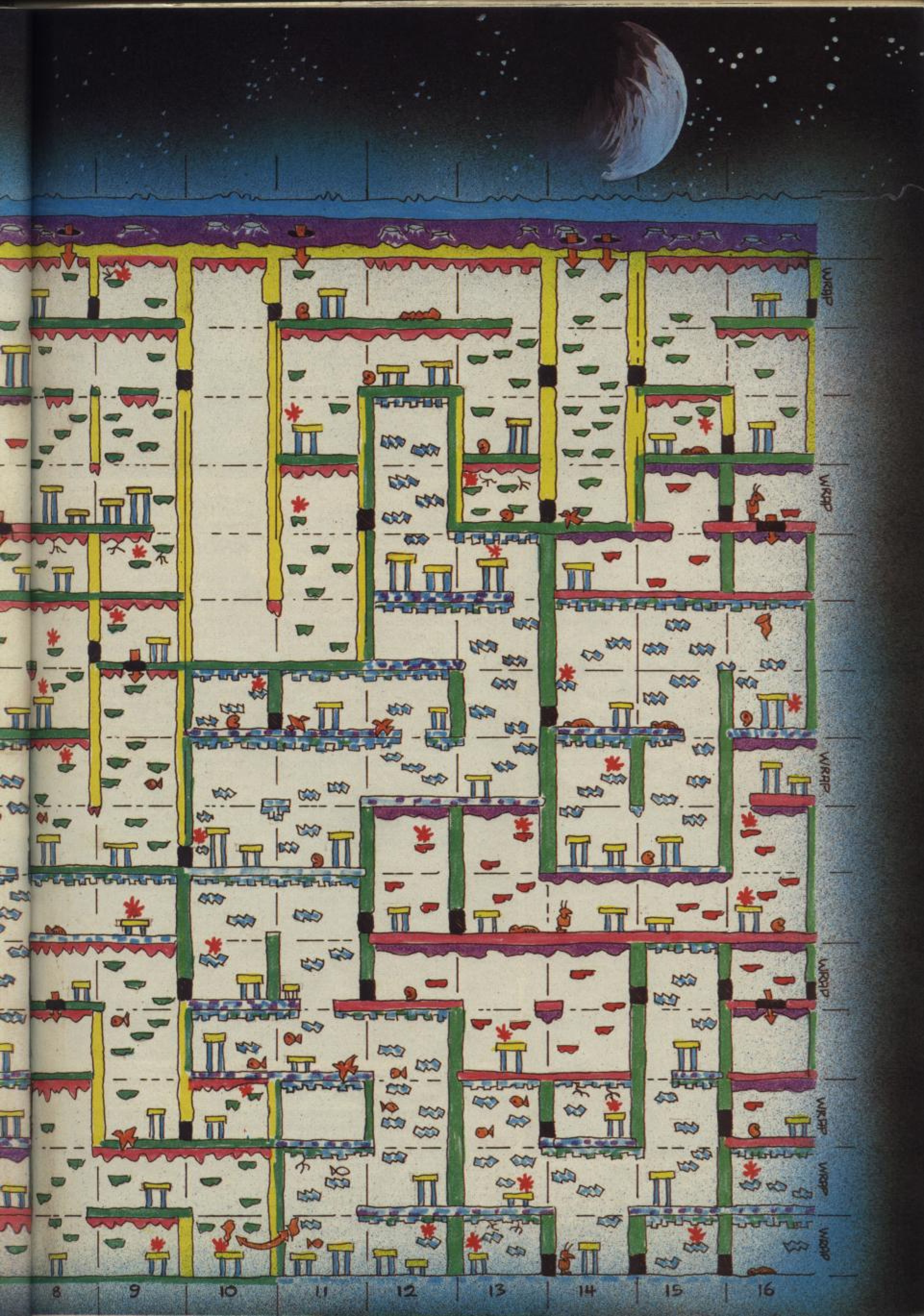


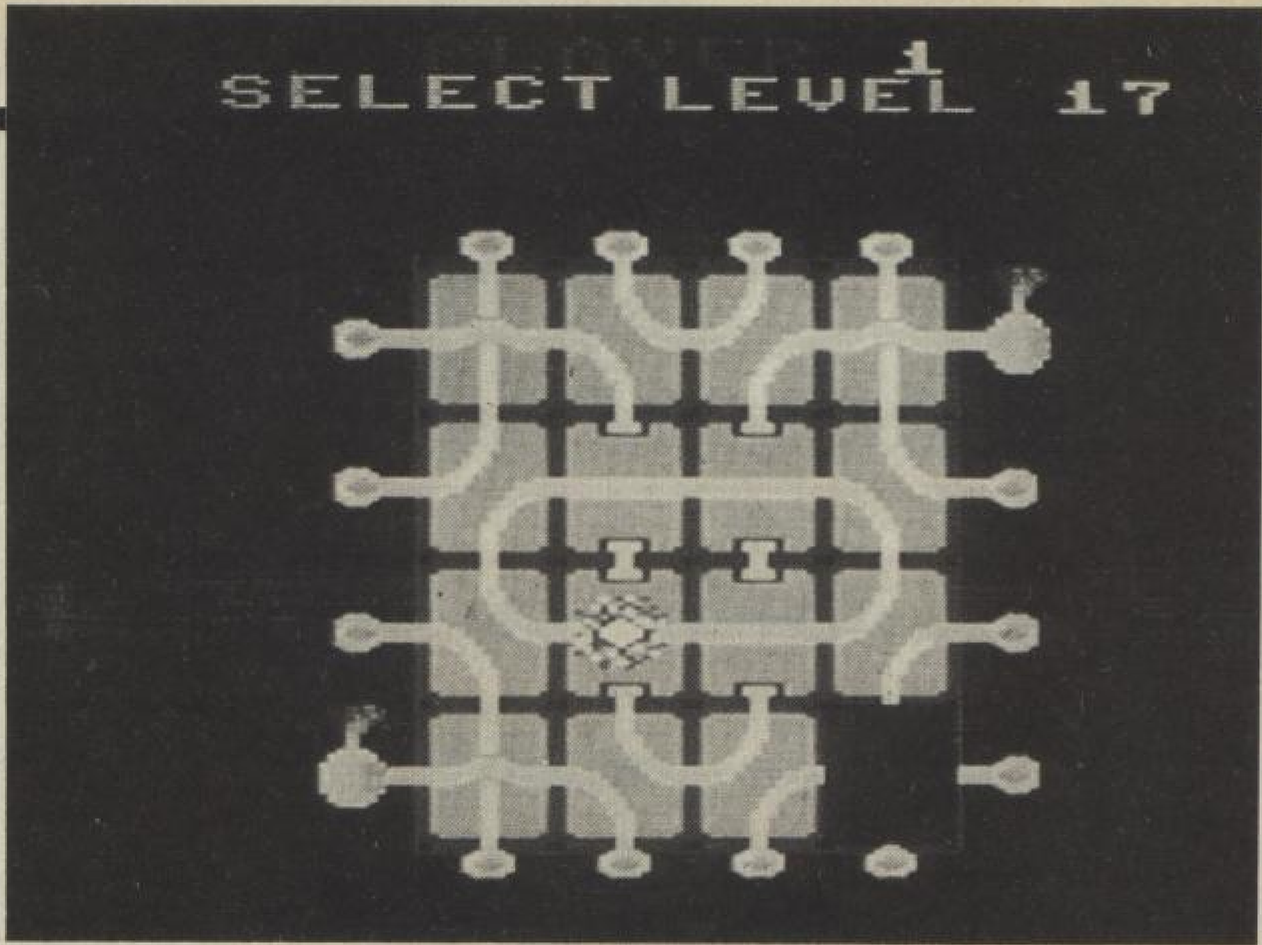
Blue print (part) supplied. Ky-Al-Nargath construct... n. ≅ MEGA SECURE !!! Madrag [genetically boosted saurian] + psycho
all times. ≷ Halt Heatonite prod. ▶ Access via VDU. Programme *concealed* in game Pack □ *Who would think of a Police box?*
2nd Moon Rijar.
Zi (Ur4 (Λ13C5H5N)8 O4 Fl8) OH4 · 16H2O } ◆ ●
Use invisible cat + code: string ◇ etc. Full cerebral combat status needed
ARE YOU READY FOR BRAIN TO BRAIN COMBAT
▶ Time Instant Replay Unit ✚ brain (Who's?)
– robotics + techno trickery ≡ Force futile. ▶ Weapon Skills NA ▶
– Ch A os weapon. The Master reports 'promising' results. (LIVE ALIEN cortical preparation.) ○ Mine / Factory
Machine skill VITAL. Doctor: ultimate risk scenario. Your intervention urgently requested. ??? HELP? ??? Disable TIRI
FORM
Heatonite
Regain
DOCTOR WHO AND THE MINES OF TERROR
MICROPOWER
IN ASSOCIATION WITH THE BBC
SPECTRUM COMMODORE £14.95
AMSTRAD (CASSETTE)
BBC (ROM/CASSETTE) £18.95
(ROM/DISK) £19.95

NODES OF YESOD THE MAP






WRAP
WRAP
WRAP
WRAP
WRAP
WRAP
WRAP
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16



POKE 51200,96 **stops the cruise missiles**
POKE 49998,234:POKE 49999,234:POKE 50000,234 (RETURN) **stops the bombs hitting your ship**
Finally, some POKEs to enable you to fly through walls etc . . .
POKE 22950,234
POKE 22951,234
POKE 22952,234
POKE 23160,234
POKE 23161,234
POKE 23162,234
POKE 23256,234
POKE 23257,234
POKE 23258,234
SYS 6162 **to start the game.**
There might be a small blemish on the title screen, but this is nothing to worry about, just play the game . . .

BOULDERDASH (Beyond/First Star)

Another set of POKEs that unfortunately require a reset switch, this time from Paul Baxter of Havant, Hants.
Reset the program after loading and enter (you'll never guess what), these POKEs . . .
POKE 35589,234:POKE 35590,234
POKE 34930,240:POKE 34931,2:POKE 34944,2:POKE 34948,1:POKE 34962,234
POKE 34963,234:POKE 34967,20:POKE 34971,1:POKE 32924,40
SYS 36457 **to start the game. You can now play any of the sixteen levels and four intermission screens! The final POKE sets the speed of the 'menu' and can be adjusted according to taste (its usual value is 128).**

NB: For those of you with disk drives, here's a more reliable and safer way of resetting your 64 (it's better than the paper clip technique, and if you don't know about that, then don't ask!): Unplug the disk drive lead from the disk drive only and rub a coin (or something similar) over the pins at the end. Mind you, this doesn't work with all Commodores, especially some of the newer ones and there is always the off-chance that you might blow a fuse inside the computer. Still, you can always get a replacement cheaply enough . . .

QUO VADIS (The Edge)

Another set of POKEs from K E Rippon, also requiring a reset switch.
POKE 24709,234
POKE 24710,234
Then SYS 3488 **to start the game.**
Your knight will not die when his energy reaches zero but lava pits still kill him unfortunately. Ah well, we can't have everything . . . Can we?

HOVER BOVVER (Llamasoft)

I think we've already printed some infinite lives POKEs for this game (try actually reading the mag for once - Ed), but this POKE from James Smart of Winchester, Hants is much more interesting. It allows you to start from any of the sixteen screens instead of the first nine.
Rewind the tape to the beginning and type VERIFY (RETURN) **to ignore the first section of the program. Now type** LOAD "",1,1 (RETURN) **to load the game. Once it has loaded** POKE 32133,65 (RETURN) **and** SYS 32768 **to start.**

ARABIAN NIGHTS (Interceptor)

The following routines were also sent in by James . . .
After rewinding the tape to the start, type in this short listing:

```
1 FOR A=4096 TO 4117:READ Z:POKE A,Z:NEXT
2 DATA 32, 213, 255, 32, 213, 255, 169, 216, 141, 2, 3, 169, 126, 141, 143, 201, 169, 227, 141
3 DATA 144, 201, 96
```

Now enter RUN (RETURN) **and when the** READY. **prompt reappears type . . .**
POKE 780,0:POKE 781,1:POKE 782,255:SYS 65466:SYS 65469:SYS 4096
Press PLAY **on tape and wait for the program to load. Ignore the** ?LOAD ERROR **on loading and** POKE 32776,0 **before entering these POKEs . . .**
FOR Z=49152 TO 50817:POKE Z,0:NEXT **to get rid of all the nasties**
POKE 20983, number of lives (0-255)
POKE 20950, start screen (0-7)
SYS 20480 **starts the game.**

CONFUZION (Incentive)

Some rather unusual cheats, courtesy of **Ian Andrew** of Incentive, for this highly underrated game. If you **LOAD** the program using one of the following methods you will activate a certain cheat.
LOAD "",1,1 **kills the music and gives you the standard game**
LOAD "",1,2 **makes levels 49, 57 and 60 accessible**
LOAD "",1,3 **as above but no music**
LOAD "",1,4 **allows you to select every other level up to 41 eg 1, 3, 5 etc**
LOAD "",1,5 **as above but no music**

WHOOPS!

It's embarrassing confessions time. It looks as though something went amiss with the Kokotoni Wilf POKEs printed last month and this meant (blush) that they didn't actually work. I was going to give you all manner of plausible excuses, but instead I've decided to just give you what should have been the full routine. Apologies go to those who tried, and failed, to get them working, so here's 35 lives thrown in as compensation for any possible inconvenience caused by the minor, er, cock up.
Type LOAD (RETURN) **to load the first part of the program and once it has loaded, enter:**

```
30 FOR I=694 TO 701:READ A:POKE I,A:NEXT
40 SYS 685
50 DATA 169, 35, 141, 194, 195, 76, 180, 195
RUN (RETURN)
```

The rest of the game will now load and run when ready. To exit the game, allowing you to enter some of last months POKEs, press RUN/STOP **and** RESTORE **together.** SYS 50100 **to restart.**

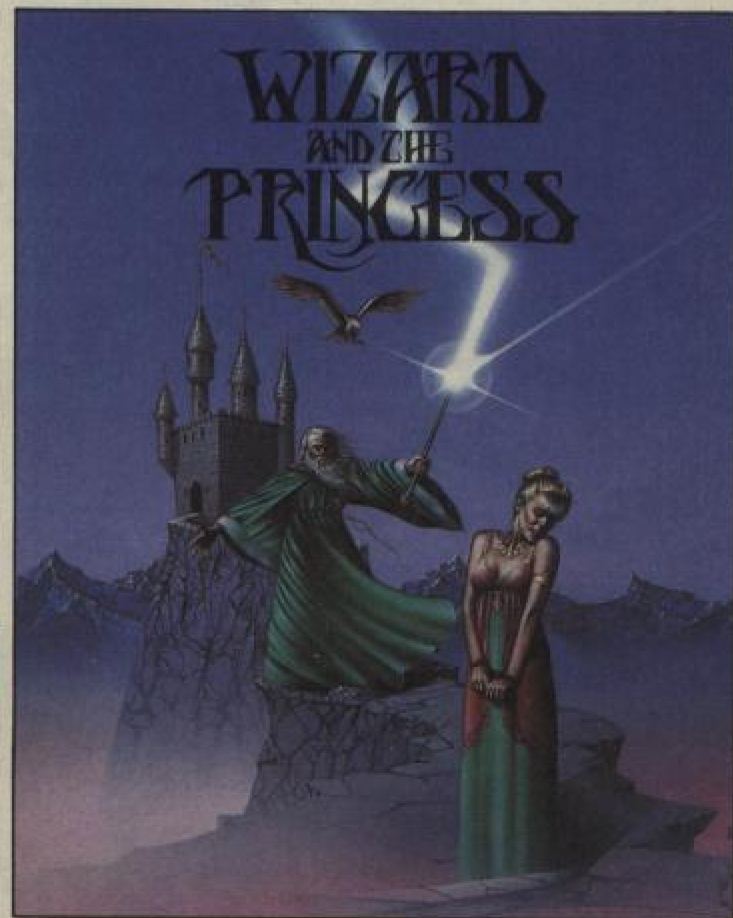
That's it for another month. Thanks to everyone who has sent in tips stuff, and sorry if yours didn't get printed — maybe next time. Send your tips, cheats, hints and otherwise into:
PLAYING TIPS, ZZAP! MAGAZINE, PO BOX 10, LUDLOW, SHROPSHIRE SY8 1DB.
PLEASE NOTE — it's terribly important you put ZZAP! MAGAZINE in the address, otherwise the poor post sorting people get into a twist!

BORED WITH SHOOT 'EM UP SPACE INVADERS?

then it's time to

64 VENTURE INTO THE UNKNOWN...

Enter the world of computer adventure. Each adventure takes several weeks to master, providing hours of fascination and intrigue. You must use your imagination and logic to unlock the mysteries of each adventure. Map skills are essential since each Sierra adventure contains over a hundred full-colour computer generated images which lead you in every direction. You'll need to muster up all your wit and logic and perseverance for each Sierra adventure will prove a test to your imagination and ingenuity. . .



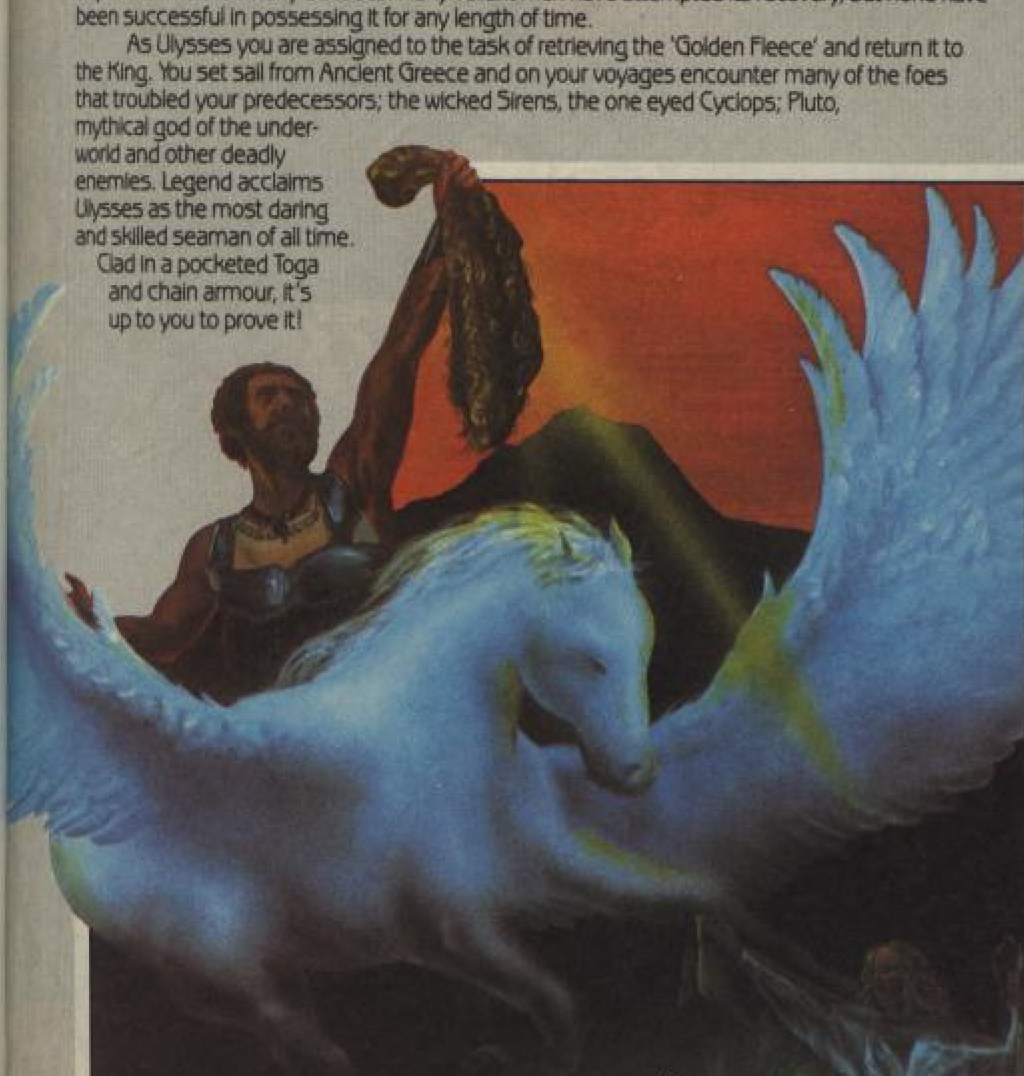
THE WIZARD AND THE PRINCESS

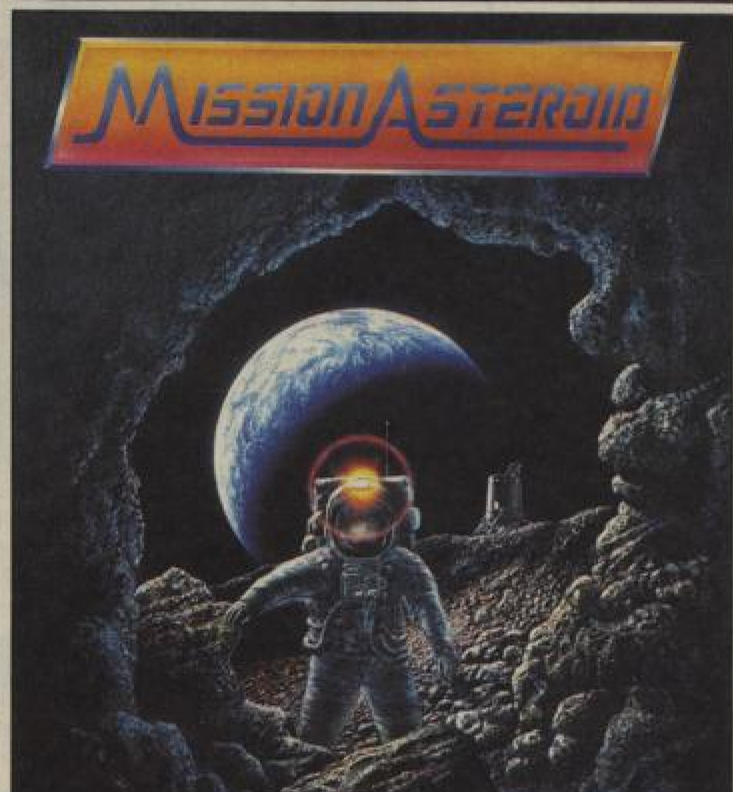
Become the hearty and steadfast adventurer who rescues the fair princess from the dreadful wizard, Harlin. He has taken her to his towering castle beyond the great mountains. You must outwit and outmanoeuvre the mystical power of the wizard which has grown dark and potent through time. Begin your adventure in the village of Serinia, but take heed, everything is not as it may appear. . .

ULYSSES AND THE GOLDEN FLEECE

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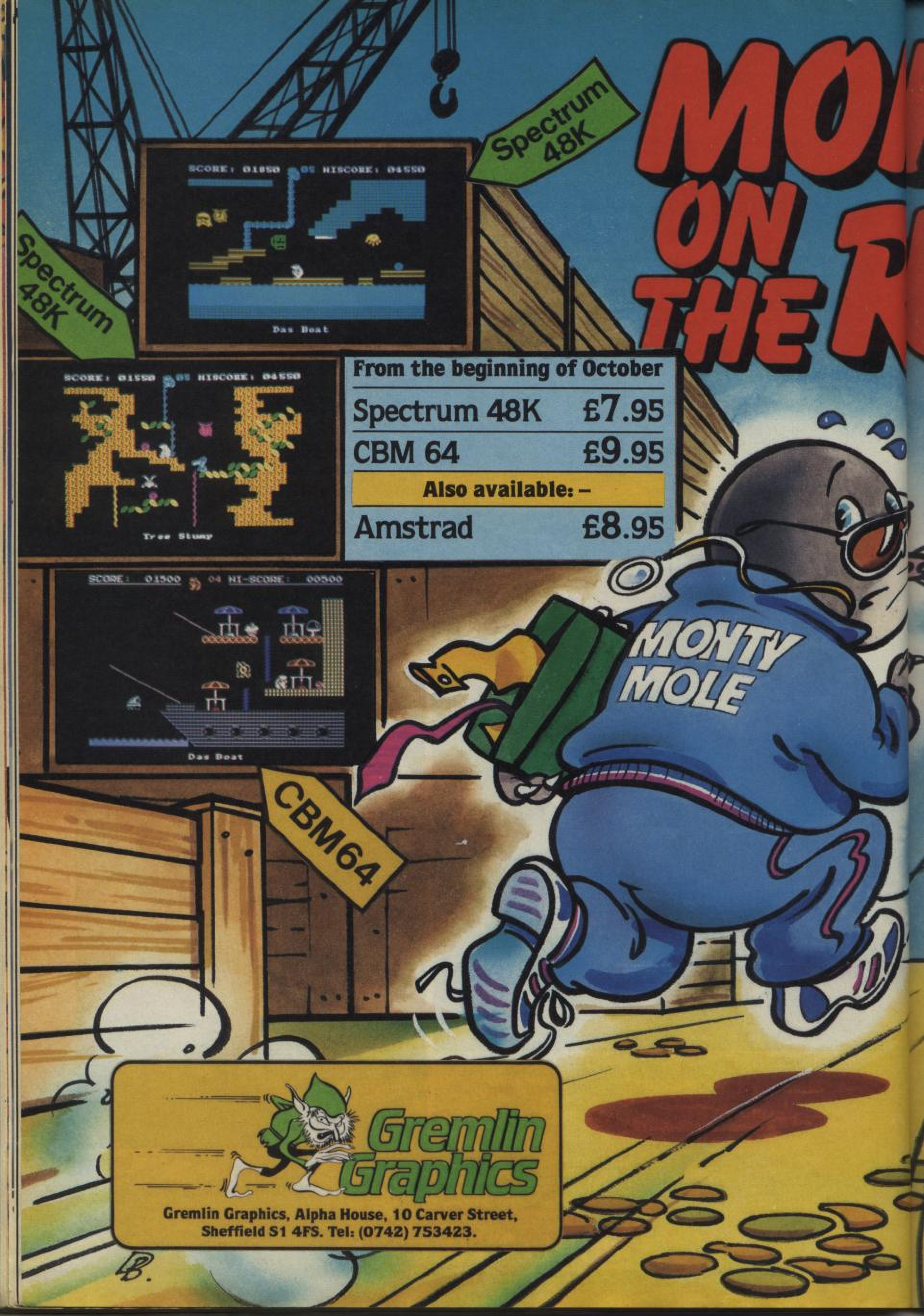
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ZZAP! adventure



ADVENTURE CONSTRUCTION SET

Ariolasoft, £14.95 disk only

There are few days when I doubt my sanity. Normally, my great mind sees the logic in all things and so I rarely doubt others'. Today was different. It had the vague atmosphere of impending catastrophe coming nearer and nearer. It first reared its fearsome head when I loaded *Adventure Construction Set*. Ah, such are the wonders of modern science that in this one package, we are given all that is necessary (except the obligatory spare disk) to create our very own graphic adventures complete with scrolling maps, custom built creatures, sound effects and cliched tedium (but wait, all will be made clear).

Everything in terms of operation of the *ACS* was simplicity itself. There was very little that could only be understood after deciphering one of those arcane offerings, the instruction manual. The manual itself, was not remarkable but managed to be concise and clear if a little misleading. Misleading in what way? Oh, I have only a tiny quibble really. It gives the impression that all the work you will inevitably put into your first creation, might even be worth the effort. How misleading!

One tiny detail of vital interest to loading minions which the manual does mention in passing is that there is the need for a few disk changes whilst setting up your blank disk for the adventure. Well, there are a lot of disk changes needed (I stopped counting after the fourteenth). So make sure, whatever you do that you have several months to spend on just getting going — otherwise you're going to have to start all over again.

Fine, my disk was ready and I wanted to get straight into creating my own world (you must understand that there isn't much of an opportunity to get involved with world—creation nowadays). The area in which you can build your world is about eight times the size of the screen. Basically, you may use a simple joystick selection routine to place different types of territory on the map. This is so badly handled I found it rather amusing. The scrolling cannot be described as fine, in fact it is so jerky I thought my eyes were playing tricks on me. The graphic symbols used are akin to those often found in wargames on the computer, not bad but hardly anything to raise a hairy eyebrow over.

The funniest aspect of this part of the program is that there is no logical restriction on the different types of terrain you can use in any given area. Consequently, I happily made a world without any coherency to it at all; plains of boiling lava are listed as passable terrain whereas water is not (oh, rivers are all right, just 'water' creates the problems). Gateways of various descriptions lead into the middle of a lake with no possible means of a character returning from one, in fact the whole affair is definitely Pythonesque.

Terrain features include such fascinating things as spaceports, time warps and alien vessels (I was using the science fiction version but there are also fantasy and mystery styles of adventuring but I did not want to complicate the matter with magic, at first). All these features exist (or could exist) for no reason whatsoever and in fact they all do exactly the same thing; transport your character from one area of the map to another of your choosing. It is possible to edit the graphic features, however and even to rename them but such good features in the program are insignificant compared to the gross incompetence that pervades the rest.

Once you have created your map, it is possible to populate it with various creatures and objects. You can also start adding more detailed rooms which themselves, can have creatures, objects and whatever else takes your fancy. The amount of customisation that may be achieved with the adventure pack is enormous and still easy to achieve. Should you become bored with the process, you can even let the program create the rest of your adventure for you although when I tried this the process took as much as forty minutes!

It was laughable because the result was **so** bad. I'm sure that the various routines contained massive areas of BASIC and the resulting finished adventure could never look anything other than extremely amateur in nature. In fact you might spend so much time laughing at the finished work's cheap, outdated and silly details (such as the fact that your character can be a mountain range) that it would be easy to forget just how much scope *ACS*'s programmer has attempted to achieve. In that respect, the product is admirable. There are even seven mini—adventures and one epic already on the disk. The genres vary and some of the plotting is clever and imaginative. But all of them are slow and clumsily displayed. I really could not believe my poor old eyes with this one. Compared with programs already available for writing your own adventures, the *Adventure Construction Set* can only be viewed as a waste of time and money.

Atmosphere 30%
Interaction 45%
Lasting Interest 25%
Value For Money 27%
Overall 24%

who prefer games involving typed commands rather than wiggled joysticks.



STARCROSS

SIZZLER

Commodore, £11.99 disk only

Starcross is Infocom's first hardcore science fiction adventure and is set some two hundred years from now. You play the part of an asteroid miner, down on his luck and in control of a one man spaceship. During a rest period, your mass detector starts signalling that it has found something in the ship's vicinity. So, what else can one do but investigate . . .?

Unlike versions available for other machines, Commodore actually manufacture Infocom games under licence in the UK and this enables them to keep the price down. You pay considerably less than you would otherwise, you get less fancy packaging for your disk, and the map necessary for play is printed in black and white as opposed to colour. Not a bad compromise for economy's sake, and something to set an old wizard's wallet at rest! The packaging of Infocom games is normally very important as certain miscellaneous items that come with the game contain information necessary for successful play. This is an interesting and viable way of protecting a game as a back up copy can still be made to protect your investment from the dreaded cold starts from which the 1541 sometimes suffers. Anyway, back to game itself.

Once you have been given a description of a particular 'unknown mass' and you have cross-referenced it with the map, you are on your way.

The game seems to have been inspired by Athur C Clarke's *Rendezvous with Rama*, a novel which describes the discovery of a derelict alien vessel by inquisitive human explorers. The vessel was cylindrical in form and rotated about its axis to provide an internal gravity via centripetal force. Of course a company of Infocom's integrity don't copy other peoples material and the only idea of Clarke's they do actually use is that of the design and nature of the ship itself (and even then a few small details are changed). The rest of the game is pure, first rate adventuring.

The vessel is vast as are the problems set before you, but then this is supposed to be the hardest of all Infocom adventures! The ship is in a terrible state and what's left of the crew has degenerated into barbarism on the apparently centuries long voyage. Initially there is a time limit set by the fact that the vessel's atmosphere is running out. Once that has been solved, there are many more difficult puzzles awaiting your attention. Some of these require interaction with various aliens (native and otherwise) and ardent fans of the *Zork* trilogy may well meet up with old adversaries.

The degree of imagination necessary to solve the game's almost incomprehensible tasks does justice to Infocom's hard earned reputation as the ultimate adventure game designers. However, there is one factor about the game which seems a little unfair. One of the major repairs cannot be successfully done without either repeated trial and error or an active interest in chemistry. (A clue: the dot—pictures in the repair bay represent atomic structures). The overall impression is of pure science fiction with some humour as light relief but to have included a problem which required specific academic knowledge, was just going a bit too far. One other very minor complaint is that with this being one of the company's earlier games, it does not understand some of the abbreviations used in later versions of Infologic. This will only cause bother if you are used to Infocom anyway and interaction with the computer is still a million miles above anybody else's games.

The ending is really excellent however. After repairing the ship and finding out how to reach this ship's equivalent of a pilot's console, you have to set a course back to Earth. Fine, if you know what you're doing but you only get one chance . . .

There are times when you think you are incredibly close to finishing the game but don't be lured into a false sense of security. Some of the most deceptive adventure techniques outside *The Hitchhikers' Guide to the Galaxy* are used to good effect in this game. One piece of advice; save the game frequently. You will be surprised at how far you are allowed to get even though you may (and most probably will) be on the wrong track. This really is the best example of a superlative science fiction game for the C64.

Atmosphere 92%
Interaction 90%
Lasting Interest 95%
Value For Money 96%
Overall 94%



ROBIN OF SHERWOOD

Adventure International, £9.95 cassette

In Adventure International's latest game, licensed from a successful TV series, you play the character of good old Golden Shot, Robin Hood. The game is a graphics adventure in Adventure International's latest style of split screen and multiple word input. Although the White Wizard has never actually seen the series on television (I'm afraid the White Wizard doesn't possess such a novelty), it appears that this is a totally new adventure for the legendary hero. This is definitely a Good Idea since many people in the same situation as myself can get straight into the game.

The game arrived at my abode along with what turned out to be a very useful hint sheet. The screen display is very well laid out with the now standard picture window, message section and input window in respective order down the screen. The graphics are good too, seeming to have more texture and life to them than recent Level 9 mixed-mode adventures of late. Input is handled quickly and vocabulary isn't bad but after having played *Starcross* earlier on, it still seemed relatively simplistic. For instance, right at the beginning of the game, you are stuck in a dungeon. After gaining information about the only possible exit point, the necessary course of action was fairly obvious even before checking the hint sheet (which was needed eventually). Yet because of the input restrictions, it was quite a few turns before the computer understood what was wanted of it. The final command really was so ambiguous, it was most annoying.

One good new feature was that individual commands could be strung together using a comma or a full stop. The word search routines must have been modified as well because you can now input full sentences and as long as they only contain a single command, they are acceptable.



Still, you can't have everything on a cassette-based game and sooner or later you get an impression of what kind of commands the computer will respond to. As you are trapped in a dungeon in Sir Guy of Gisbourne's castle, when the game starts, it does become somewhat important that you can express your desire to leave forthwith.

The adventure is not really for beginners with some terribly sticky situations to get out of (no, that isn't a clue). On the whole, *Robin of Sherwood* is around medium complexity by **AI** standards. The object of the adventure is to find the Touchstones of Rhiannon, hence the game's subtitle. This involves several long winded searches to find your allies and equipment and the timely rescue of Marion (oh yes, there's a love story too). The whole affair is reasonably paced. There aren't too many puzzles in your path but they are accordingly difficult. Game time only exists during input, as is the norm with this type of adventure. Other than the minor alteration to the input routines mentioned earlier, however, there is nothing particularly new about the game.

All in all, this isn't a bad adventure but even though it features one of television's most popular heroes at the moment and it is quite competently written, there are plenty of superior games out on the market with more originality too. You could do a lot worse than add this to your collection and if you are a fan of Robin Hood, you will probably find it worth while as one of the game's strong points is its atmosphere. Having said all that, if you didn't rush out and buy it, you would not have missed out on much . . .

Atmosphere 71%
Interaction 63%
Lastability 56%
Value For Money 68%
Overall 70%



© 1984 H.T.V. Ltd, Goldcrest Films and T.V. Inc based on the series by Richard Carpenter.

An Adventure by Mike Woodroffe and Brian Howarth

COMMODORE 64 WITH GRAPHICS Cassette £9.95



THE WIZARD AND THE PRINCESS

All American Adventures/ Sierra On-Line, £14.95 disk

Sierra have brought some of the most interesting and entertaining graphic adventures to our shores in the past, but sadly this one is not in that category, and required a deal of the Pipistrel 56 in order to get through it. Although written a couple of years ago, **All American Adventures** (a sub-division of **US Gold**) from Birmingham, have now produced the game under licence over here. We shouldn't be too grateful. This game was not very good in its time — and time is one thing that hasn't treated it any too kindly.

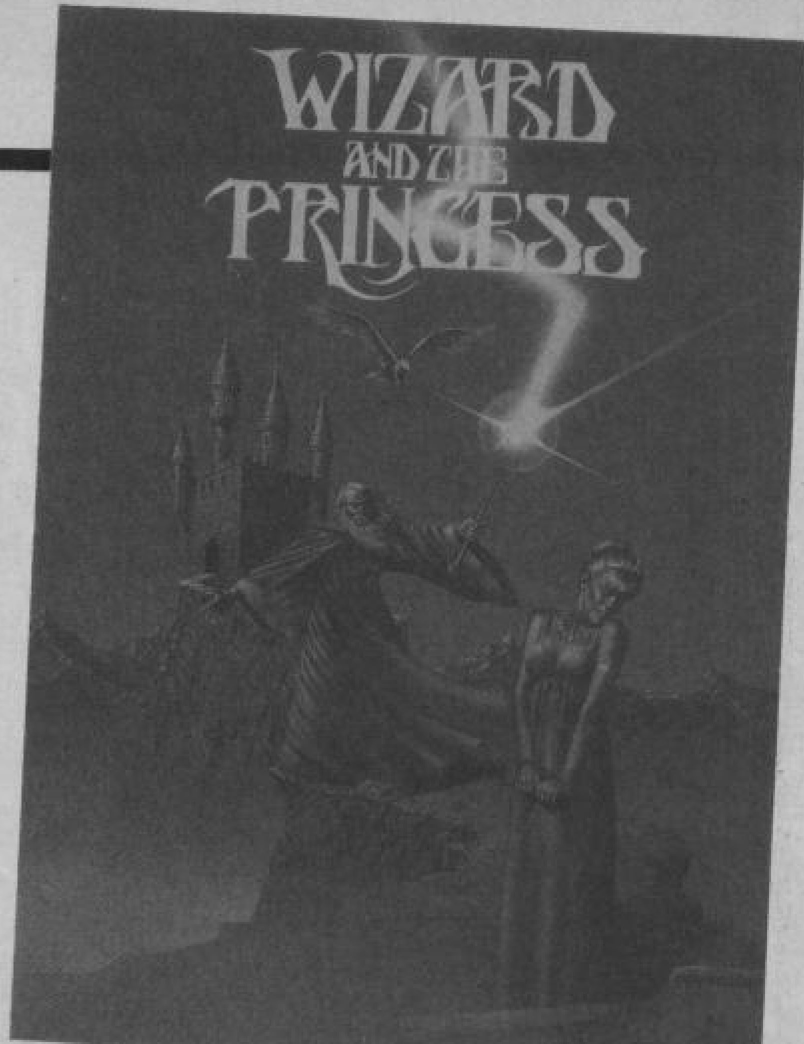
Anyway, on to the plot, for want of better terminology. A long time ago (though obviously not long enough), an evil wizard (no cousin of mine, I assure you), stole from you your true love, a beautiful princess. I hear you evince surprise, and I agree — why is it that evil beings are always stealing beautiful female royalty in adventures as opposed to some other goal worthy of your troubles, such as a sheep. However, back to the plot; off you went, being rather upset about the theft, and fought the wizard to win back the poor little rich damsel — and you succeeded. Not unnaturally, the defeated wizard was a bit upset as well and decided to reverse time (good thing he was a wizard and not a chartered accountant) so now you have to go through the whole rigmarole again. Of course, this time the evil old fellow reckons he can beat you.

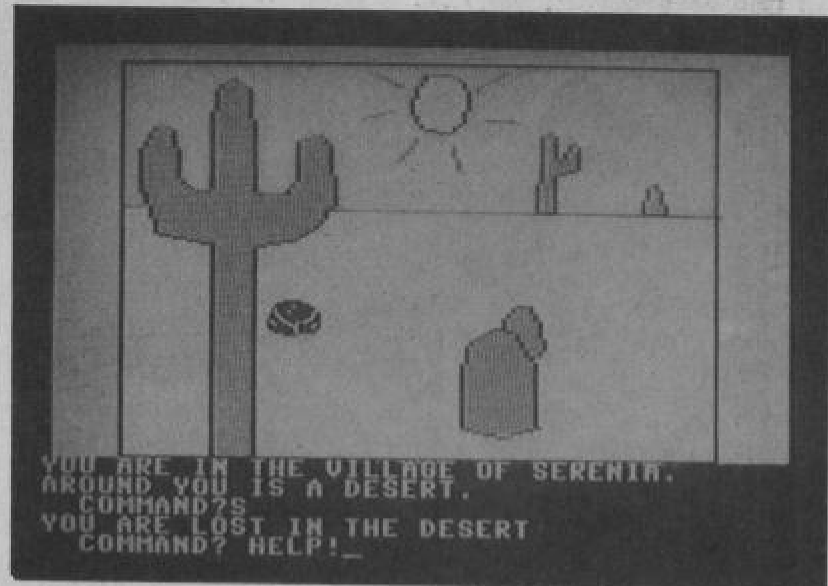
There are various problems to be overcome and unfortunately none of them are particularly original. There's a maze (in the guise of a desert); the loss of all your hero's equipment for no apparent reason and you have to spend half the game just looking for that . . . The list goes on. Not one of the problems with which you are faced is blessed with the faintest hint of ingenuity. For the uninitiated in adventuring, they may hold some interest but with the plot being as painfully dull as it is, *Wizard and the Princess*'s future, even as a beginner's game, looks far from rosy.

One redeeming feature for many games of this type lies in their graphics. It has been known for bored adventurers to complete the game just because they wanted to see what the next screen looked like, having been so impressed with the last. *Wizard and the Princess* has graphic qualities which are amazing only in that they have no quality at all. Their embarrassing incongruity does actually help retain interest in the game for a while, but only for the laughter value.

When a game as bad as this one has errors in it as well, you can almost weep in sympathy for the people responsible. Stifling the tears, I did find at least one occasion where the computer confused east with west, which didn't help create any credibility. The game's vocabulary is small and input is only verb/noun — Sierra obviously thought the adventure offered enough without adding any technical sophistication. To add insult to injury, the graphics-text border has a bad screen glitch which to me implies either programming incompetence or rushed release. Neither is sufficient excuse. Finally, the author couldn't even put in an interesting loading screen.

Wizard and the Princess provides an interesting way to mindlessly throw fifteen pounds right down the drain. I should think you would be better off sending the money to a charity such as the Caveless Trogs Society instead. The author need not feel guilty about the time spent on the game that way.





Atmosphere 15%
Interaction 20%
Lasting Interest 12%
Value for Money 10%
Overall 15%



CLEVER CONTACTS

Wizards, witches, mages lend me your ears. It is here that anyone who is proficient in any adventure can volunteer to join my worthy ranks of Clever Contacts. Simply jot down on a postcard or equivalent, a list of all your achievements and send it off to:
CLEVER CONTACTS, THE WHITE WIZARD'S DUNGEON, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB

CLUB HELP OFFERED

The **Questline Adventure Club**, run by my good friend Anthony J Treadwell (II), has over 350 members and is growing in size all the time. It's members have solved all manner of adventures and are willing to offer any help wherever and whenever (within reason) they can. **Questline** also appears on Compunet and Micronet so you can catch them there if you have one of those modern modem devices. For free membership and a newsletter send an SAE to:
QUESTLINE, 17 Headley Way, Headington, Oxford
Tel (0865) 68637

Another club which is works along very similar lines is the **ADVENTURELINE**, a Chelmsford based club run by Roger Garret. The club membership is free of charge (save the cost of an SAE) and for that your get your first free newsletter. Interested? Then write to:
ADVENTURELINE, 52 Micawber Way, Chelmsford, Essex
Tel (0245) 442098

EUREKA HOTLINE
Phone 01 947 5626 between 3 and 6pm on a Friday afternoon for the Eureka Hotline. Also Domark will reply to any enquiries by post. Write to: Domark Ltd, 204 Worple Rd, Wimbledon, London SW20 8PN (Please enclose a SAE)

If there are any other clubs out there in the big, wide world and you wish to enrol the White Wizard's readers through his chronicles, then by all means let me know.



HELP OFFERED

Colossal Adventure, Dungeon Adventure, Adventure Quest, Lords of Time, Snowball, Return to Eden, Erik the Viking, Emerald Isle, Red Moon, Most of the Mysterious Adventures, Heroes and Empire of Karn, The Hobbit, Pirate Adventure and Adventureland.
David Varley, 1 Crossman Street, Sherwood, Nottingham NG5 2HR

The Hulk, Twin Kingdom Valley, Eureka (Prehistoric), Eureka (Roman), Valhalla, The Hobbit, Heroes and Empire of Karn, Spiderman, Ring of Power, Gremlins, Dungeon Adventure, Witch's Cauldron, Quest of Merravid, Lords of Time, Urban Upstart, Deadline, Sherlock and Dragonworld.
Kevin Eason, 24 Bulwer Road, Kirkby in Ashfield, Nottingham NG17 8DR
Phone Nottingham 753725 after 4.30pm week days and 2.00pm weekends

Spiderman, The Hulk, Ten Little Indians, Classic Adventure, Hobbit, Quest for the Holy Grail, Voodoo Castle, Pirate Adventure, Mission Impossible, Adventureland and The Count.
S Williams, 32 Hornbeam Close, Horsham, Sussex RH13 5NP

Secret Mission, Voodoo Castle, Pirate Adventure, Heroes of Karn, Goblin Towers, Eric the Viking, Arrow of Death Pt 2, Adventureland, Tombs of Xieops, Fools Gold, Escape from Pulsar 7, Ten little Indians, Time Machine, Perseus and Andromeda, Feasibility Experiment, The Golden Baton and Waxworks.
Sue Beddowes, 19 Mayfair Close, Birmingham B44 OJB

Spiderman, The Hulk, Gremlins, Claymorgue Castle, Nuclear War Games, Empire and Heroes of Karn, Twin Kingdom Valley, Crystals of Carus, Witch's Cauldron, Mystery of Munroe Manor, Aztec Tomb, The Search For King Solomons Mines and ALL Channel 8 adventures.
G Mitchell, 63 Brownlow St, Haxby Rd, York, YO3 7LW
Tel (0904) 27489 between 10.00 am and 1.00pm or 4.30pm to 8.00pm

Heroes and Empire of Karn, Zim Sala Bim, Ring of Power, Eureka (Roman), Valhalla, Hampstead and Castle of Terror.
Colin Loosemore, 29 Rufus Gardens, Totton, Southampton SO4 3TA

Colossal Adventure, Dungeon Adventure, Lords of Time, Snowball and The Hobbit.
Philip Chan, 7 Rushmead Close, Canterbury, Kent CT2 7RP
Tel (0227) 453911 between 6.00 and 9.00pm only

Pirate Island, Secret Mission, Voodoo Castle, Strange Odyssey, The Count, Mystery Fun House, Pyramid of Doom, Ghost Town, Savage Island (parts I and II), Golden Baton, Claymorgue Castle, Castle of Terror, Subsunk, Urban Upstart, Eric the Viking and Emerald Isle.
K Lees, 25 Whimlatter Place, Newton Aycliffe, Co Durham DL5 5DR

ALL Level 9 Adventures, ALL Interceptor Adventures, Zork Trilogy, Suspended, Deadline, Planetfall, Witness, Infidel, Starcross, Enchanter, Sorcerer, MOST Scott Adams adventures, MOST of the Mysterious Adventure range, The Hobbit, Sherlock, Valkyrie 17, Ulysses and the Golden Fleece, Wizard and the Princess, Mission Asteroid, Ultima I, II and III, Eureka, Mask of the Sun, Blade of Blackpool, Death in the Caribbean, Gruds in Space and others...
Nick Walland, 84 Kendal Road, Sheffield, Yorkshire S6 4QH
Tel (0742) 340433

Heroes of Karn, Return to Eden, The Hulk, The Hobbit, Fools Gold, Tombs of Xieops, Golden Baton, Eureka (Prehistoric), Twin Kingdom Valley, and Stranded.
Lawrence Simm, 10 Maddox Cottages, Runnels Lane, Thornton, Merseyside L23 1TR

The Count, The Hobbit, Return to Eden, The Hulk, Gremlins, Classic Adventure, Colossal Adventure, Castle of Terror, Twin Kingdom Valley and Emerald Isle.
Kurt, Paul and Eddie, 105 Milton Road, The Polygon, Southampton SO1 2JA

NB If you write for help to anyone in this list then don't forget to send an SAE, otherwise you may not get any reply...

HELP!

Hints, clues or outright solutions to Macbeth adventure two desperately wanted.
Contact: Paul Morris, 24 Central Avenue, Whitehills, Northampton NN2 8D2
Phone (0604) 843407

CORRES-PONDENCE

Here are some more tips for you poor people who need instant aid on some adventures. Remember this part is written by the people for the people, so use it to its full.

Here are a few clues courtesy of Robert Kingham of Walthamstow.

EUREKA! (Stone Age)
Jumping over holes may sound silly,
But you'd better or the 'saurus will kill 'ee.

In the cave with the writing,
East and keep South for gems,
South, South, West, Northwest, South,
And use the ladder to get up.

EUREKA! (ROMAN)
If you want to save your skin,
Light the torch and go in,
THen West, North, Southeast if you dare,
And give to the saint what you find there.

If you're having trouble with the witch then put luck on her side.

EUREKA! (Arthurian Britain)
To get Excalibur take the keys,
In the larder find some...
...and extract sword from stone with ease.

EUREKA! (War Time Germany)
Grenade a problem? Grab a helmet and lie down on the job.

ZORK I
Resevoir blocking? Press buttons but not blue, turn the bolt with something handy and wait for all to drain.

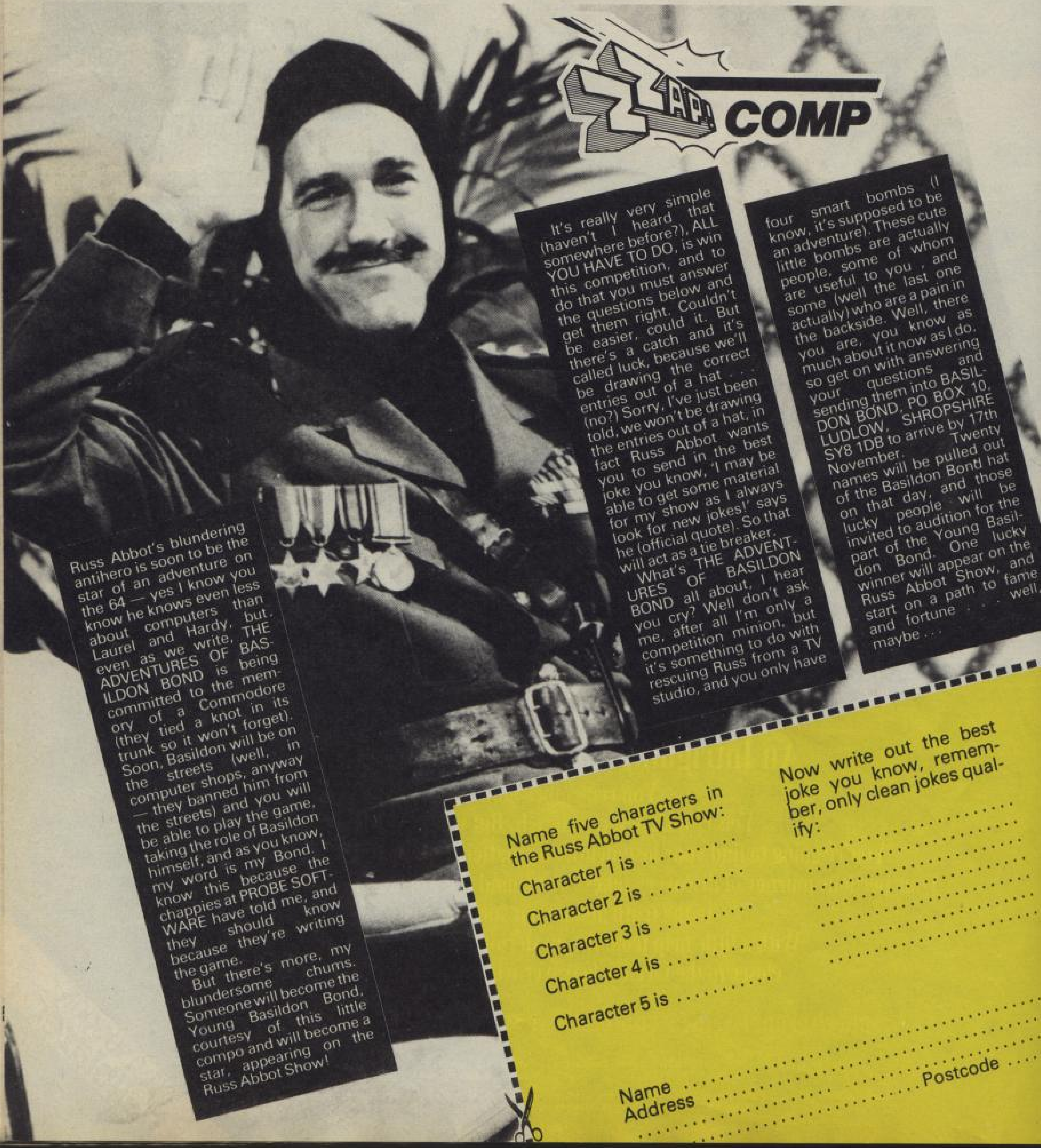
MASK OF THE SUN
Knowing your left and right when moving a rather large pot could prove useful.

The pedlar is no medicine man ... His magic cure is nothing but a heap of trouble.

THE NAME'S BOND . . . BASILDON BOND . . .

Your Chance to Become Famous and a Star!

(Well — maybe anyway, perhaps — if you're lucky . . . and a good person . . .)



ZZAP! COMP

Russ Abbot's blundering antihero is soon to be the star of an adventure on the 64 — yes I know you know he knows even less about computers than Laurel and Hardy, but, even as we write, THE ADVENTURES OF BASILDON BOND is being committed to the memory of a Commodore (they tied a knot in its trunk so it won't forget). Soon, Basildon will be on the streets (well, in computer shops, anyway — they banned him from the streets) and you will be able to play the game, taking the role of Basildon himself, and as you know, my word is my Bond. I know this because the chappies at PROBE SOFTWARE have told me, and they should know because they're writing the game.

But there's more, my blundersome chums. Someone will become the Young Basildon Bond, courtesy of this little compo and will become a star, appearing on the Russ Abbot Show!

It's really very simple (haven't I heard that somewhere before?), ALL YOU HAVE TO DO, is win this competition, and to do that you must answer the questions below and get them right. Couldn't be easier, could it. But there's a catch and it's called luck, because we'll be drawing the correct entries out of a hat . . . (no?) Sorry, I've just been told, we won't be drawing the entries out of a hat, in fact Russ Abbot wants you to send in the best joke you know, 'I may be able to get some material for my show as I always look for new jokes!' says he (official quote). So that will act as a tie breaker.

What's THE ADVENTURES OF BASILDON BOND all about, I hear you cry? Well don't ask me, after all I'm only a competition minion, but it's something to do with rescuing Russ from a TV studio, and you only have four smart bombs (I know, it's supposed to be an adventure). These cute little bombs are actually people, some of whom are useful to you, and some (well the last one actually) who are a pain in the backside. Well, there you are, you know as much about it now as I do, so get on with answering your questions and sending them into BASILDON BOND, PO BOX 10, LUDLOW, SHROPSHIRE SY8 1DB to arrive by 17th November. Twenty names will be pulled out of the Basildon Bond hat on that day, and those lucky people will be invited to audition for the part of the Young Basildon Bond. One lucky winner will appear on the Russ Abbot Show, and start on a path to fame and fortune . . . well, maybe . . .

Name five characters in the Russ Abbot TV Show:

Character 1 is . . . .

Character 2 is . . . .

Character 3 is . . . .

Character 4 is . . . .

Character 5 is . . . .

Now write out the best joke you know, remember, only clean jokes qualify:

. . . .

Name . . . .

Address . . . .

. . . . Postcode . . . .



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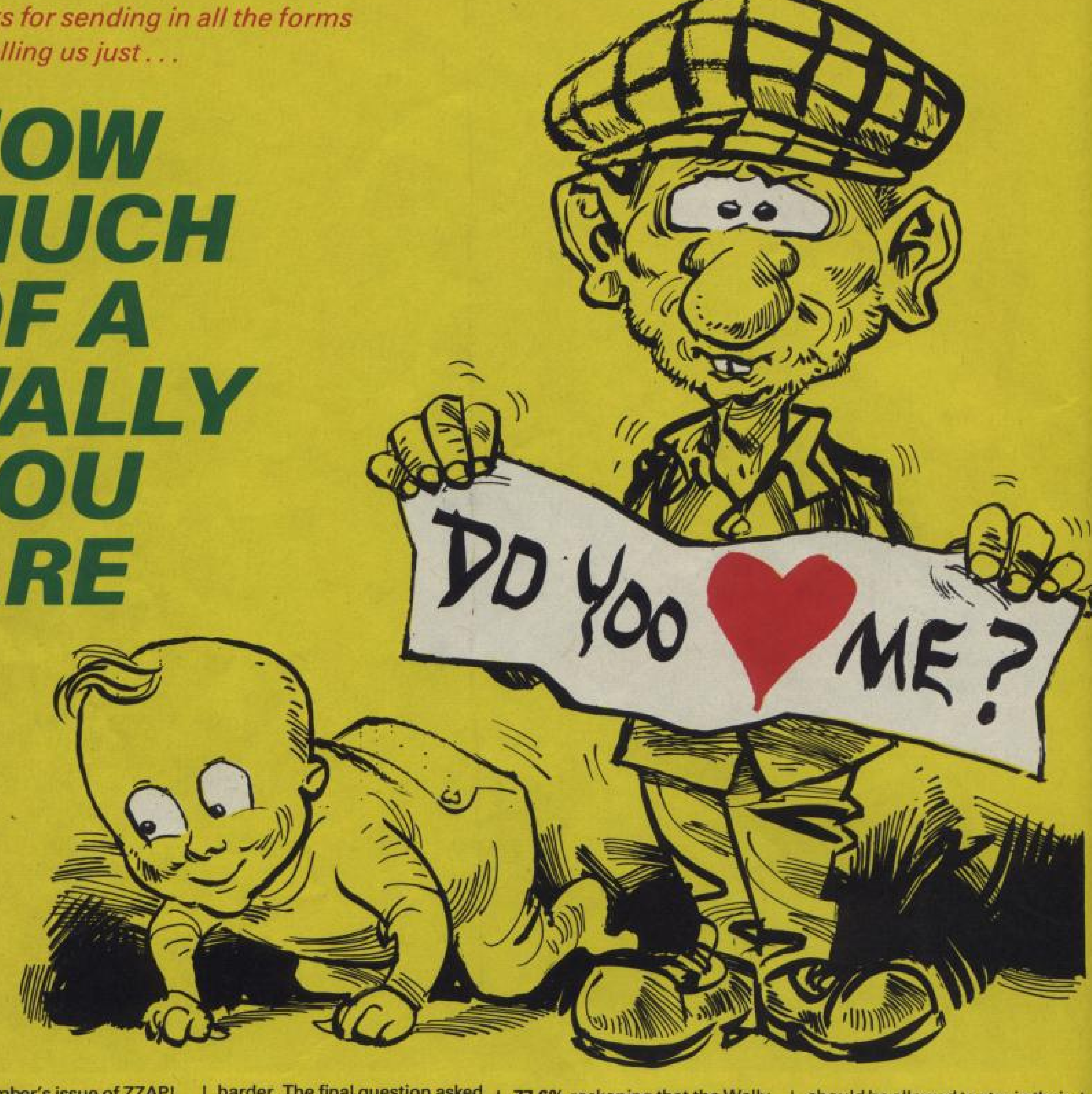

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ZZAP!
64

Thanks for sending in all the forms and telling us just . . .

HOW MUCH OF A WALLY YOU ARE





In September's issue of ZZAP! we asked you to answer some questions about the Wally Week games produced by **Mikro-Gen** so that they could get some idea about your feelings on the way Wally's family and friends are progressing.

Just to remind you, all the questions related to the four games *Automania*, *Pyjamarama*, *Everyone's A Wally* and the most recent *Herbert's Dummy Run*. You were asked eight questions, the first being which of the four games do you own; then you were asked about how you felt generally about the Wally games and how you rated each one specifically. Two important questions were whether you thought the 'formula' for the Wally games was getting better or going stale, and how much you look forward to seeing the next in the series. We also asked whether you thought each of Wally's gang should get 'their own show', and whether there ought to be more or less puzzles in the games to be solved and whether or not they should be harder. The final question asked what ideas you would like to see incorporated into the games that you haven't yet seen. This resulted in some very interesting comments (!), but we'll leave those to Mikro-Gen to mull over as they are too complicated to sum up simply, although a popular one was to have some means of saving games at intervals.

Onto the results . . .

The statistics have been collated from a random sample of 150 forms. Of the 150 people, 51 owned *Automania* **(34%)**, 88 owned *Pyjamarama* **(58.6%)**, 56 had *Everyone's A Wally* **(37.3%)**, 39 toddled with *Herbert's Dummy Run* **(26%)** and 38 owned none of the games **(25.3%)**.

Of the five overall ratings offered to describe your feelings on the series generally **21.3%** said 'Excellent' and **57.3%** said 'Good', while **16.6%** thought 'Average', only **2%** said 'Poor' and a further **2%** said 'Terrible'. This is a pretty overwhelming vote of confidence with a total **77.6%** reckoning that the Wally Week games can be described as Good to Excellent.

You were asked to rate each game out of ten. The results have been expressed as percentages, taking into account abstensions; *Automania* **57.54%**
Pyjamarama **73.24%**
Everyone's A Wally **81.32%**
Herbert's Dummy Run **68.91%**

Asked whether the formula for the games was felt to be improving 31.3% said it was getting better with each game, **46%** felt it was much the same and **22.6%** thought it was getting stale. The 77.3% who are quite happy with the way things are accords well with the number who think the games are good to excellent. So does the next result — **28.6%** said they were looking forward to the next in the series, while **48%** were looking forward moderately. **23.3%** said they were not particularly looking forward.

49.3% thought the other members of Wally's 'gang' should be allowed to star in their own game, but the tiny majority of **50.6%** thought not.

Finally, **29.3%** wanted the puzzles that have to be solved in the games to be made Easier, **12%** said there should be Less of them and an overwhelming majority of **58.6%** wanted either more or harder puzzles incorporated.

We'll leave you to draw your own conclusions from these statistics, but in general it looks as though Wally, his family, friends and formula are well loved, but perhaps there is a slight indication that the public might like to see something a bit 'different' in the next of the series.

Oh, and of course there is the matter of that little 'bribe'. We've drawn three of the questionnaire forms from the bag, and the winners will each receive a ZZAP! T-shirt and a ZZAP! Cap. They are: **Simon Hayes**, Stoke-on-Trent; **Christopher McLean**, Helsby, Cheshire; and **Steven Foster**, Ashington, Northumberland.



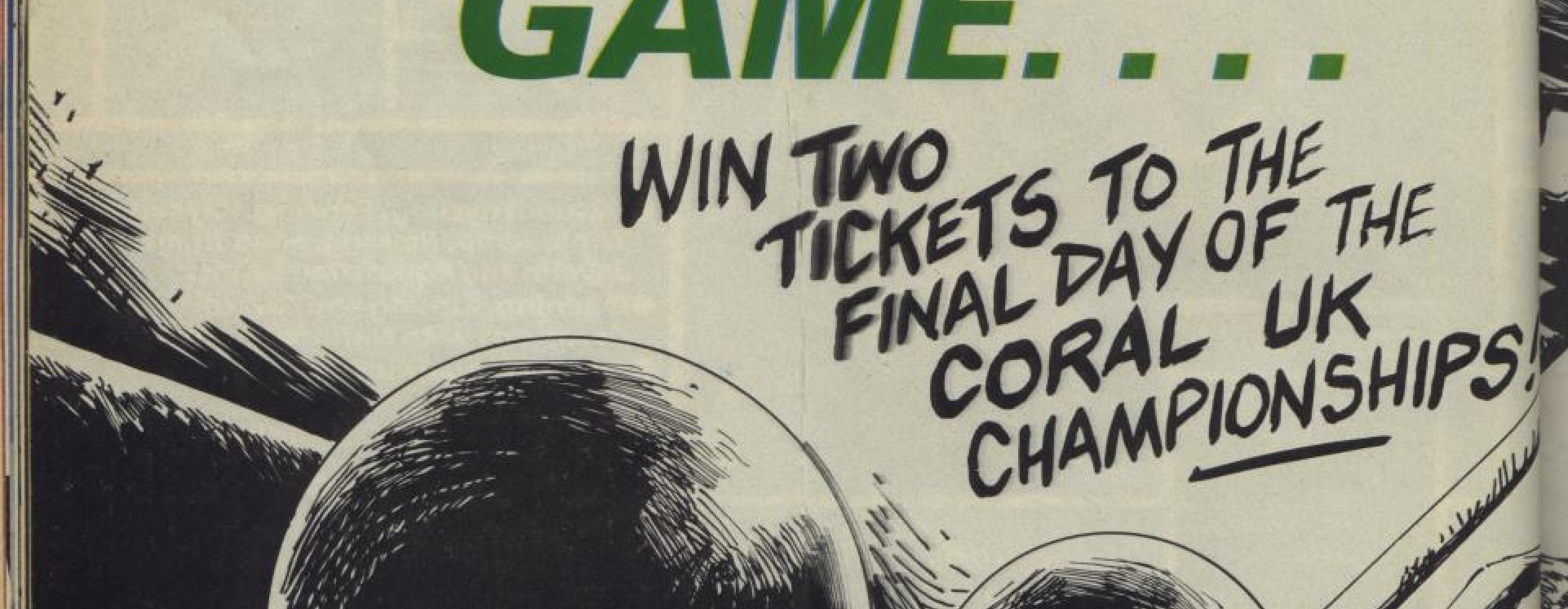
AND ON THE EIGHTH DAY EPYX CREATED...
SUMMER GAMES II
Experience the thrill of top international competition in your own home! Summer Games II brings it all to you with eight challenging new events. You and up to seven other contestants can compete in your favourite individual event or go for it all in the grand competition. Some events, like cycling, rowing and fencing even challenge you with realistic head-to-head competition.
Opening Ceremony
Equestrian
Cycling
Kayaking
● Includes Cycling, Fencing, Kayaking, Triple Jump, Rowing, High Jump, Javelin and Equestrian Events
● Opening, Closing and Awards Ceremony with National Anthems
● Compete Against The Computer or Your Friends
● Individual and Head-To-Head Competition
● One to Eight Players
'SUMMER GAMES II DOESN'T LOOK SET TO BECOME A CLASSIC – IT IS A CLASSIC !'
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All American Software
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ZZAP! COMP

The rustle of dinner jacketed sleeve against baize . . . . the click as the white ball nudges against the red, urging it on a journey towards the pocket . . . . the Daz whiteness of the referee's gloves as they polish the pink ball before returning to its rightful place on the table. Isn't Snooker wonderful?

WHAT A GENTLEMANLY GAME. . . .

WIN TWO TICKETS TO THE FINAL DAY OF THE CORAL UK CHAMPIONSHIPS!

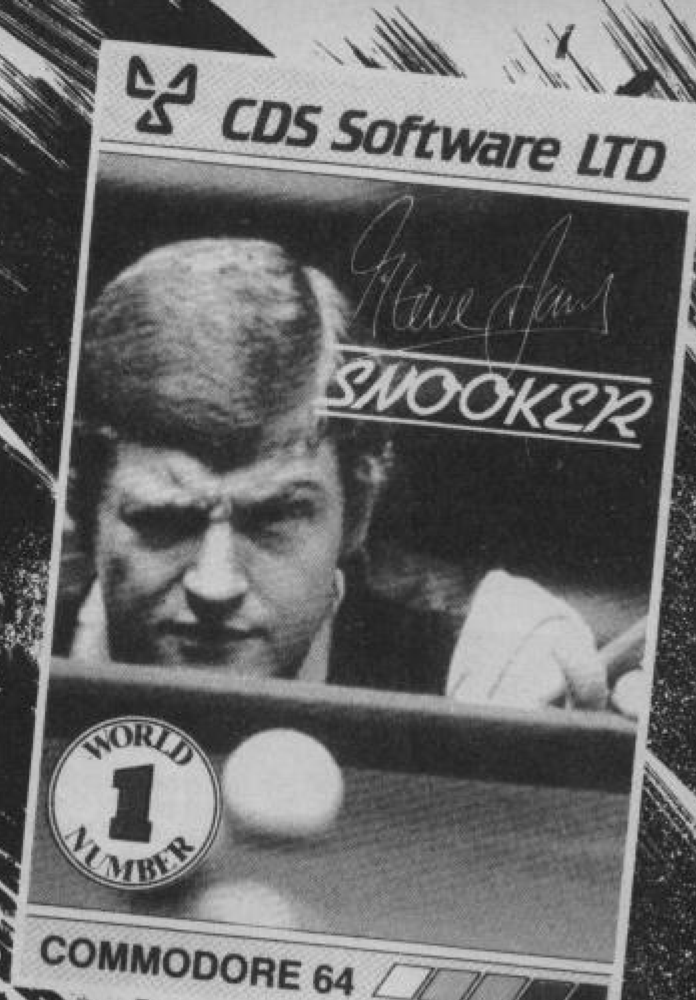


CDS are well pleased with their latest launch, *Steve Davis Snooker*, which brings all the excitement of the table game onto your C64 screen and allows you, if you so wish, to pit your talents against Steve and his magic table technique.

I remember how Mummy Minion would moan on when she found out that I'd stopped by the snooker hall on the way home from school to watch the lads pot a few on the baize. 'Winge, moan complain', she'd go when I got home, 'Gibber Gibber. Snooker equals wasted youth son, get your head into those schoolbooks'.

All the fuss she made about young folks hanging around in snooker halls — anyone would think a fellow couldn't make a living playing snooker! I mean, look at those chaps on the TV screen, they must be coining it in! No, Mummy Minion, you advised me wrong. All that book-learnin' and look where I ended up: Competition Minion. I'm off down the snooker hall to practice my cueing . . . .





Here's five questions to test your knowledge and understanding of The Game. Come up with the answers and whizz them off to ***STEVE DAVIS, ZZAP!, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB*** to arrive by 14th November and remember, **choose which of the three runner-up prizes you would like to win!**

1) How many red balls fit in the triangle? a) 17 b) 16 c) 15 d) 14

2) Who is Steve Davis' manager? a) Barry Heard b) Barry Hearn c) Harry Burns d) Harry Krishna

3) How old was Steve Davis when he first won the World Championship? a)22 b)21 c)23 d) 24

4) Who is Steve's doubles partner? a) Tony Knowles b) Terry Griffiths c) Tony Meo d) Jimmy White

5) Steve Davis won the Coral UK Championships last year. True or False?

CDS have sponsored this little competition in honour of their latest release — and there are some really first rate prizipoos on offer. Top Prize is **a pair of tickets to the final day of the Coral UK Championships** — which will be held on Sunday 1st December in Preston. These tickets are already like gold-dust, but there's more: Six runner-up prizes are also on offer. Six lucky ZZAP! winners will be able to choose between a Steve Davis video, an autographed cue or an signed Steve Davis autobiography.

Are YOU a MASTER B

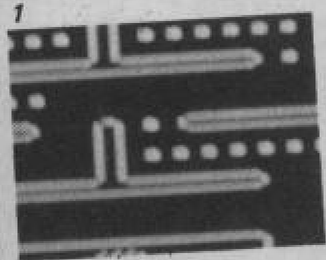
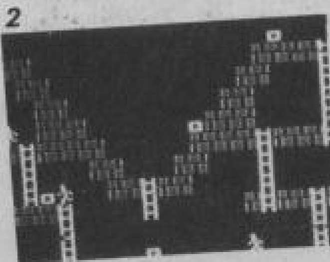
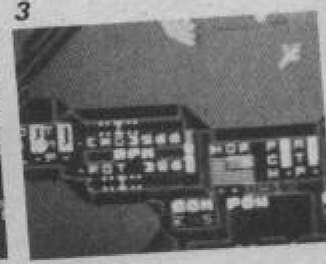
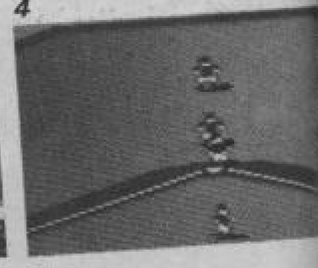
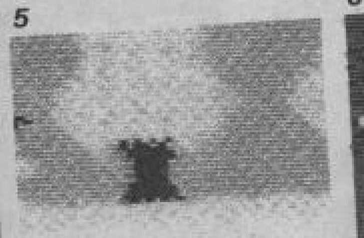
In issue 2 of ZZAP! (everyone's favourite games mag) we ran a bijou featurette called MASTER BLASTER, designed to let you know just how cool a joystick wobbler you really are. We had many letters saying how popular it was and could we run another. Well we can, and we are and here it is. Take each test in turn, write down your answers and then check for yourself by referring to the official ZZAP! answers on the listed page. Good luck!

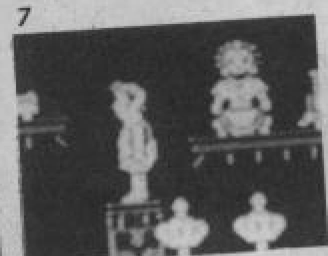
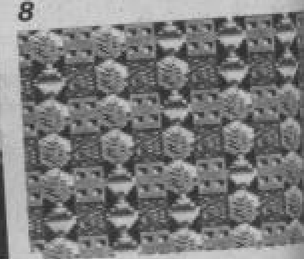
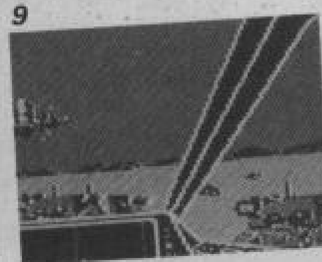


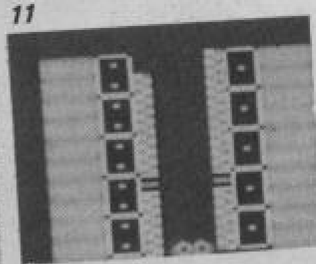
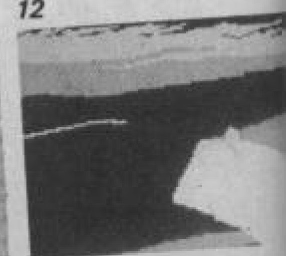
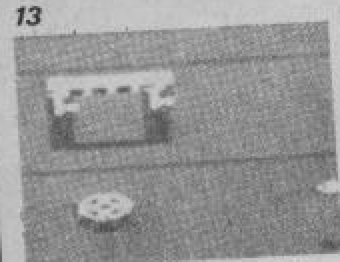
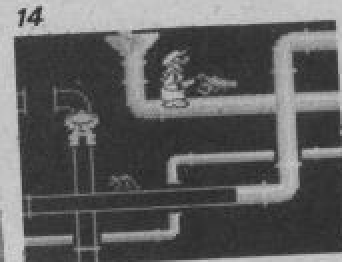
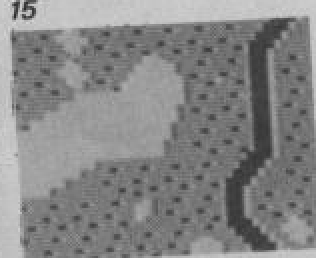
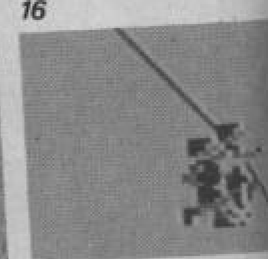
A. Pacman
B. Gribbly's Day Out
C. Lode Runner
D. Pole Position
E. Summer Games II
F. Super Huey
G. Rescue on Fractalus
H. Dickie's Diamonds
I. Ms Pacman
J. Pastfinder
K. Super Pipeline II
L. Pitstop II
M. 5 a Side Football
N. Nick Faldo Plays the Open
O. Slapshot
P. Skyfox
Q. Way of the Exploding Fist
R. World Series Baseball
S. Tour de France
T. Spooks
U. Thing on a Spring
V. Pyjamarama
W. Boulderdash
X. Captive
Y. Dambusters
Z. Rockford's Riot
AA. Web Dimension
BB. Herbert's Dummy Run
CC. Spitfire 40
DD. On Field Baseball

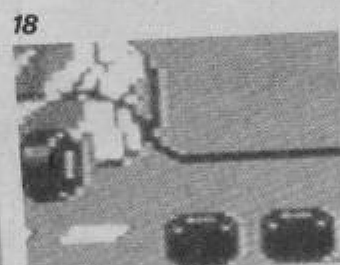
Test 1. RECOGNITION

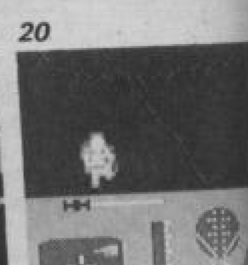
Printed here are 20 screen shots — well bits of them anyway — taken from 64 games. Your task is to match each picture with the correct name of the game taken from the list below. The problem is that there are 30 names from which to pick, just to makes things a bit more difficult. Just write the letter of the game above each picture and prove that you're still not a games playing innocent!

1

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"I LIKE No.8..."

BASTER?

Test 2. KNOWLEDGE

Write down the names of games with the following features:

1. Nmeyes ....
2. Whip, Hieroglyphics ....
3. Hedges, Tyres, Barrels ....
4. Swarf, Crushers, Jet-bike ....
5. Psi-grubs ....
6. Parachutists, Tanks, Speech ....
7. May Day ....
8. Roundhouse ....
9. Faerie Dust ....
10. Javelins, Swords ....

Test 3. GAME SPOTTING

Can you identify the following game titles? All we're giving away is the first letter of each important word in the title (no 'the's and of's'), followed by a clue linked to the game's content. Write down each game title in the space available.

TE, units, cities ....

2. WSB, strikers ....
3. MF, rods ....
4. FP, telephones ....
5. WEF, bull ....
6. C, drips ....
7. GDO, stompers ....
8. CC, eggs ....
9. EW, asteroids ....
10. LR, gold, ladders ....

Test 4. LATERAL THINKING

This is the bit where you prove your mind can work as fast as your hands and eyes. If you're good at lateral thinking (or those old 11-plus style IQ tests), then you shouldn't have any bother spotting the ODD ONE OUT in each of the following groups.

. Dropzone, Guardian, Penetrator, Gryphon
2. Spy vs Spy, Pitstop II, Racing Destruction Set, Bruce Lee
3. Shadowfire, Fourth Protocol, Frankie Goes to Hollywood, Quake Minus One
4. Wanted: Monty Mole, Suicide Express, Loco, Potty Pigeon
5. Ed Banger, Chris Anderson, Gary Penn, Bob Wade
6. Brian Bloodaxe, Bounty Bob, Jet Set Willy, Monty on the Run
7. A View to a Kill, Airwolf, Give my Regards to Broad Street, Rocky Horror Show
8. Return to Eden, Zork, Snowball, Lords of Time

Test 5. MORE LATERAL THINKING

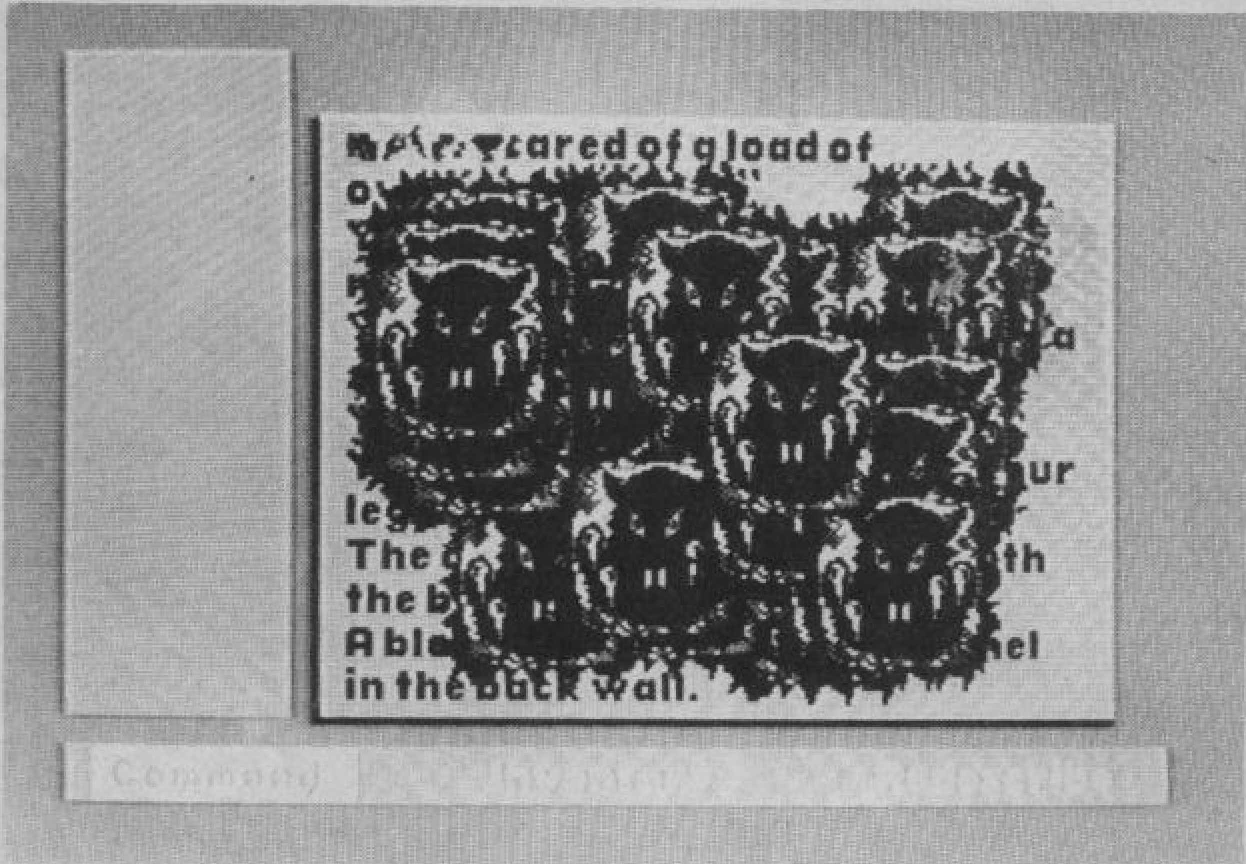
. . . and in this test, there's more quick thinking, only the other way round. This time you've got to spot the COMMON FACTOR between the listed items . . .

1. Beach Head II, Summer Games II, Spy vs Spy II, Pitstop II
2. Beach Head II, Summer Games II, Spy vs Spy II, Pitstop II
3. Thing on a Spring, Monty on the Run, Confuzion, Action Biker
4. Thing on a Spring, Monty on the Run, Confuzion, Hyper Sports
5. Thing on a Spring, Encounter, Tapper, Psychedelia
6. Beach Head II, Sky Fox, Theatre Europe, Elite
7. Dig Dug, Mr Do, Boulderdash, O'Riley's Mine
8. Kennedy Air Approach, Beach Head II, Ghostbusters, Slapshot

Right, you can put your brain out of gear for a few moments and turn to page 118 where you will find the answers to these simple little questions, as well as a rating system to tell you whether the Score Lord will keep you behind after school or whether you're still a Rignall basher.

THE RATS

Hodder and Stoughton, £7.95 cass, joystick or keys



The heartbeat quickens and your breathing suddenly seems febrile and irreg ular. You're alone in the house and the only illumination is the eerie blue-green glow from your monitor and the sanguinous emmanation from the power indicator of your 64. Was that a floorboard squeaking just then, or was it something far more sinister? Dare you look around to check? If you do, you risk having to reload your game from scratch . . .

There are several examples on the market of computer games based on famous books. The Electronic Pencil Company's *The Fourth Protocol* is perhaps one of the best examples of current successes in this field. Hodder and Stoughton's *The Rats*, based on James Herbert's chilling novel, is the latest offering in this area. It is an unusual mixture of semi-graphics adventuring and real time strategy.

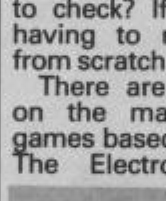
The title sequence is one of the most original and atmospheric, ever designed for a computer game. A prologue is written out in bold white letters across a black screen to set the scene. What follows is a sound and animation sequence in which a pool of torchlight is seen wandering around in the blackness before red eyes appear in the dark. A heartbeat effect in the background becomes faster. Suddenly, a superbly drawn rat pounces into view! Only then are you presented with the main, blood-spattered loading screen with eerie accompanying theme music.

The Rats is, to all intents and purposes, two games in one. The Strategy game involves stopping the spread of the rodent plague from the city of London and killing it off. The opening screen is a simplified map of the city with an option window at the bottom. The main choices presented are 'Report', 'Forces', and 'Research'. A cursor flashes on various parts of the map to indicate rat activity. You may then ask for information on the relevant area, deploy forces there, or ignore the cursor and work on research instead. If you ask for a report, you are prompted to define from where you wish to access information by locating your own cursor on the map and pressing Return (or hitting the fire button). On doing this, a smaller window opens up on the screen and presents some basic information such as 'Man in street sees monster rats'. You may then eliminate the window and move on.

Reports from various groups you may have deployed in the field can also be obtained by using the same process including three icons on the screen indicating the R&D centre, GHQ and Harris' flat (Harris is one of the major characters from the adventure section). It is fairly important to follow the reports so that you become aware of the nature of the attacks, but to concentrate too much time on them would leave you no time to allocate forces.

The deployment of the fire service, police and professional rat-killers is essential to your success, because if the rats leave London then the game is lost. The three types of forces have varying abilities and weapons. To start with, weapons are fairly conventional — dogs, gas and high pressure water hoses. You must equip each unit (fortunately you need not try to figure out how many of what to give to whom; the limitations of each force are worked out for you), and then designate the area requiring their attention. Later you may ask for that unit's progress report.

Your forces are very limited and trying to stop the rats with them is pretty well, impossible. What you need to do is delay them for as long as you can, and eventually the army is brought in (by a reluctant government) to give you a second lease of life. This does not happen for some time however, and there's



This game is really good fun to play and provides excellent, if somewhat gory, entertainment. The only gripe is that you have to make a data tape and keep on loading from that or load in the whole program every time your game finishes (which becomes a real pain because it's a rather slow loader). The graphics and sound effects are very atmospheric and really add to the grimness of the situation. The game itself is incredibly easy to use and will take some time to solve, even for those who have read the book. I thoroughly enjoyed playing it, and there's even a free copy of The Rats *book for those who haven't read it (and that makes pretty good reading).*

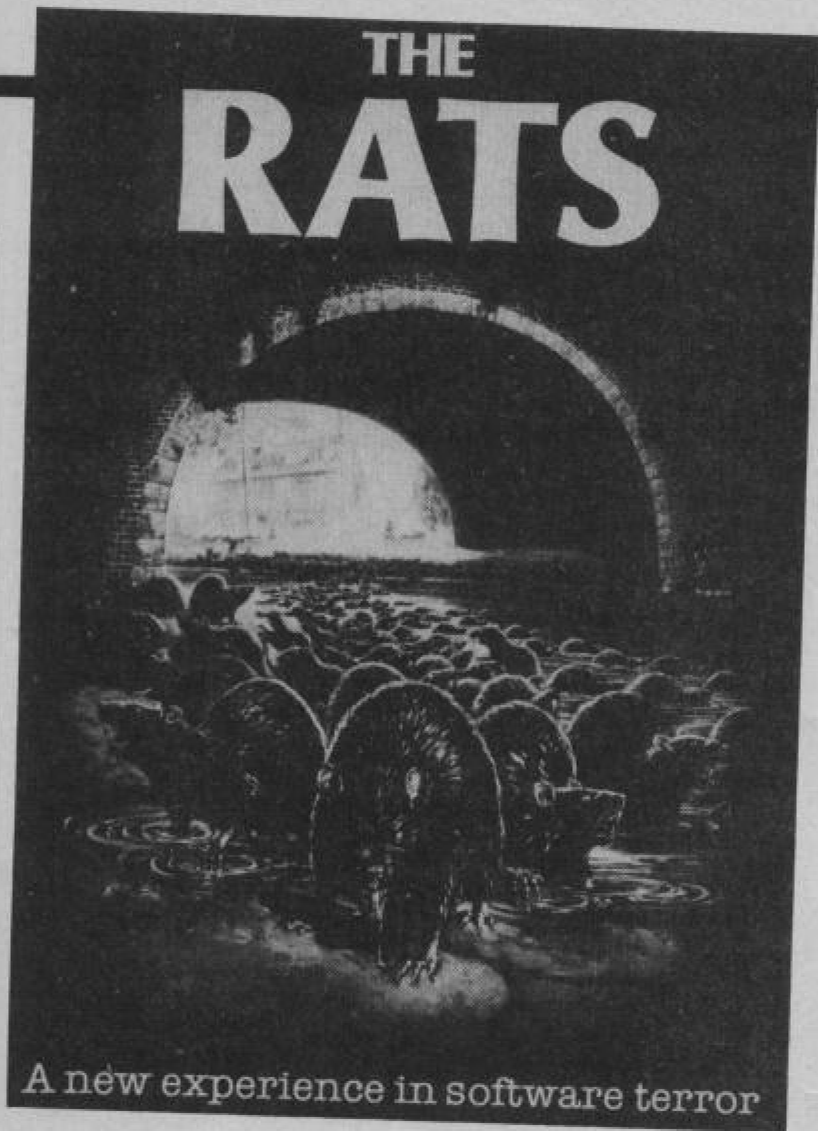


The Rats, *unfortunately, is a mixture of innovative successes and miserable shortcomings. These don't really exist* in *the game, but rather around it. Once loaded, it is really necessary to save the game as soon as possible because, due to the fact the program possesses massive data files, there is NO restart facility. You either need a saved game or you will have to load the entire thing all over! There is no menu of options to help clear up matters and the instruction booklet is misleading and practically unintelligible. These are major faults, considering the size of the game. On any other game they would be totally crippling. However, because of the input format, even badly explained sections can be picked up fairly easily.*

The game's percentage-based scoring system is silly. When a good, reasonably successful game had been played, the score was 35%. Yet on a new game where the computer was left to win without any player input, the score was 25%. Also, when in the fast paced adventure section, minor system crashes seem to occur in the form of text character decay and randomly appearing, multi—coloured blocks, though these don't appear to affect play.

So much for the drawbacks, on the credit side the narrative quality of the text is superlative and gory, in true Herbert style. Definitely not for the squeamish, this! The two games integrate perfectly, with good strategy needed to keep going and good adventuring necessary to finally beat the oversized rodents. With automatic returns to the strategy game after completion of the 'mini—adventures', this smooth flowing play must be credited for the faultless piece of design it is. Some of the touches are excellent — like when you lose and the page is ripped open by sharp teeth . . . the use of a simple scream sound is very effective. This is definitely one of the highlights of the game.

It's a pity Hodder & Stoughton haven't ironed out the faults for the game's release but I was told that this was the way the game would be sold. As it is, one can only wonder whether indeed it does deserve success in its shoddily finished format.



plenty to keep you busy beforehand.

Spending time on research is another important process. You have only so many resources and you must decide how to best use them. The areas for research are 'origin', 'nature', 'offence' and 'defence'. Spending points on offence and defence will help develop more advanced weaponry with which to combat the menace. However, finding out about their source is fundamentally important to the adventure game.

The Adventure section, like the strategic one, is in real time. You are shifted to the adventure section at random intervals throughout play. Each entry into this section is precluded by an alarm sound from the computer. This part of the game is more like a series of mini—adventures involving various minor characters' encounters with the rats. It does not matter if you lose some of the minor characters, (easily enough done at the beginning) but if a major character (such as Harris) bites the dust then you've had it!

The adventure display contains a major window on the right of the screen, showing all the text in slow—scrolling format, which helps emphasise the real time aspect of the game. At the bottom of the screen is a small window with three main command options and when accessed, further sub—options are presented in the left hand window. A heartbeat sound accompanies the action and ss the situation becomes more tense, the heartbeat speeds up. Because the game uses options instead of clear text input, conversations with the computer never become ambiguous, so play is resultingly very fast and efficient. However, on occasions an option appears that was not there before, implying its impending use. Sometimes this does not help but more often than not it may be treated as an integral hint sheet! If you lose the encounter with the rats, the page seems to tear open to reveal a nasty looking rat and there is the sound of a scream... AAARRRGH!

Presentation 73%
Excellent preliminaries let down by some sloppy peripherals.

Graphics 76%
Generally highly effective, but weak in some areas.

Sound 72%
Patchy, but when it happens it's very good.

Hookability 78%
Relatively easy to get into despite uninformative instructions.

Lastability 80%
The many situations require plenty of thought.

Value For Money 84%
Quite a lot of 'two games' for a good price.

Overall 79%
An exciting blend of arcade/strategy/adventure that would benefit from some tidying up.

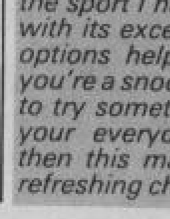
ZZAP! TEST

STEVE DAVIS SNOOKER

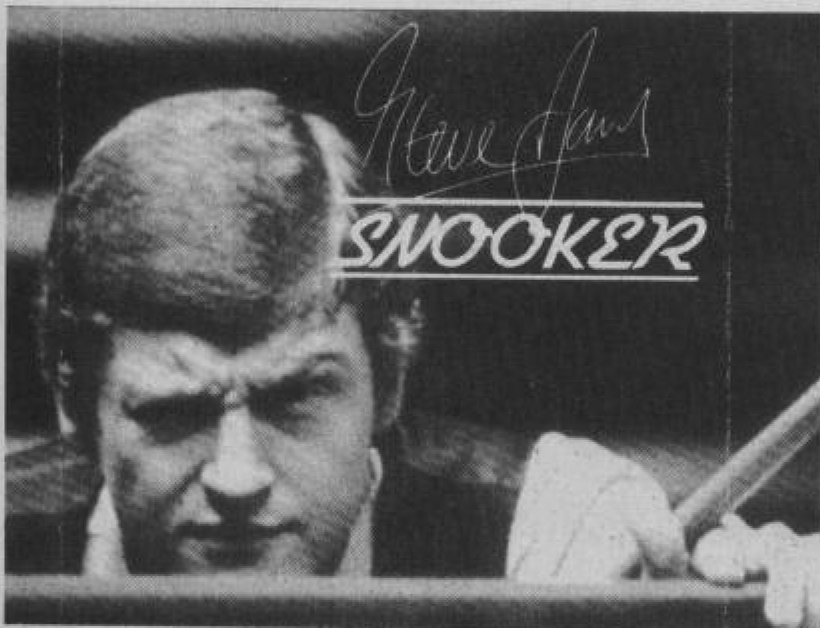
CDS, £8.95 cass, joystick or keys

For a game as immensely popular as snooker, there have been surprisingly few attempts at bringing it to the 64. To date there is only one other snooker simulation on the 64 and that was released over a year ago by Visions. When *Steve Davis Snooker* first made its appearance on the Spectrum and Amstrad in February, it was widely acclaimed as the best of the genre. Now Commodore owners have the chance to see why for themselves.

The game follows all the rules of snooker closely, with fouls, free balls and so on. The table is viewed from above with room for scores, comments etc below but unlike other simulations of this ilk *Steve Davis* makes use of icon driven commands. By moving the cursor off the side of the screen the player can access three sets of options, depicted in pictorial form. The first is the **Main menu** from where you can select either a one or two player game, Steve Davis, alias the computer, filling the role of the second player if required. There is also a demo mode where Steve plays none other than... Steve Davis! Steve (sorry, the computer) has nine skill levels ranging from 'beginner' to 'expert', the latter allowing no



This sort of game is a difficult one to bring to the home computer and perhaps this explains the lack of attempts at doing so. Steve Davis Snooker *is the best version of the sport I have seen on the 64, with its excellent approach and options helping make it so. If you're a snooker fan or you want to try something different from your everyday shoot em up, then this makes a worthy and refreshing change.*



room for error as even a small slip can result in a complete clearance of the table!

Edit Mode allows you to change the colour of the table and cushions, and set up the table for trick shots etc. The balls can be moved about and placed anywhere on the table with the aid of a small hand, and can even be 'deleted' permanently.

If at any point you should become confused as to what an icon does you can always access a 'help' screen. This gives a brief summary of any commands available in the mode. Finally, **Play Mode** gets the ball rolling, literally!

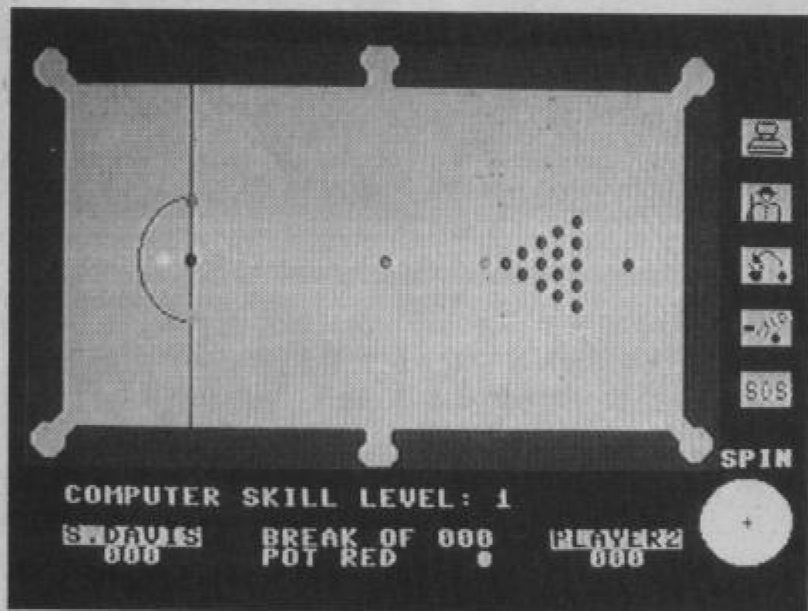
To play a shot you simply indicate where the ball is to go and determine its spin and power. When going for a colour though, one needs to be nominated before going through this routine. Should you attain a sufficiently high break when playing, then you can enter your name in the high break table.



One of the biggest problems with a snooker, pool or billiards simulation on a computer, is getting a realistically smooth movement for all the balls in play and calculating each collision effect accurately so that the player can truly believe the game is a fair one! It seems odd to me that the Spectrum, which has a bigger problem in this respect than the 64, has been the computer with the most simulations of this game, some of them being very good indeed. I think CDS have improved on their Spectrum version of Steve Davis in all respects to make this the best ever simulation of the game. Its ease of use is likely to make it appeal even to people who are fed up of seeing snooker on the telly, and it doesn't seem overpriced for the hours of fun it offers.



Preferring to watch snooker rather than play it on a computer I didn't really take to this program, but I can see that to a true fan of snooker this is the best. The graphics are pretty good, with everything moving smoothly, and the sound isn't too bad either (apart from the tune). Cue ball control is excellent and there's a load of options like variable spin and power so you can gauge your shots to the finest degree. The computer is very challenging and on top level is practically unbeatable providing a brilliant opponent to even the most seasoned of video snooker players.



Presentation 90%
Easy to use icons and plenty of useful options.

Graphics 58%
Nice ball movement but a touch flickery.

Sound 52%
Few effects and tame tune.

Hookability 78%
It's fun filling the pockets . . .

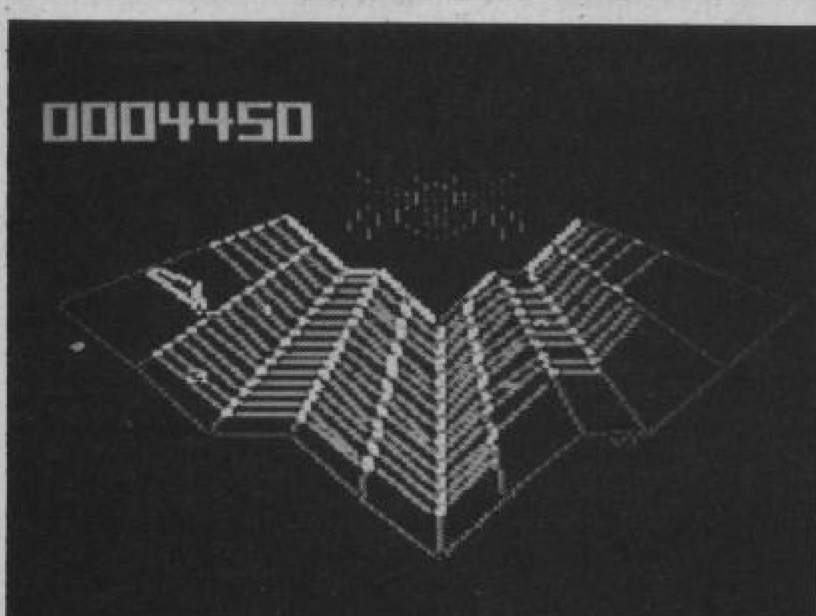
Lastability 81%
. . . and there are a lot to fill.

Value For Money 77%
A touch expensive but worth it if you like the sport.

Overall 79%
Superlative snooker simulation.

AXIS ASSASSIN

Ariolasoft, £9.95 cass, £12.95 disk, joystick only



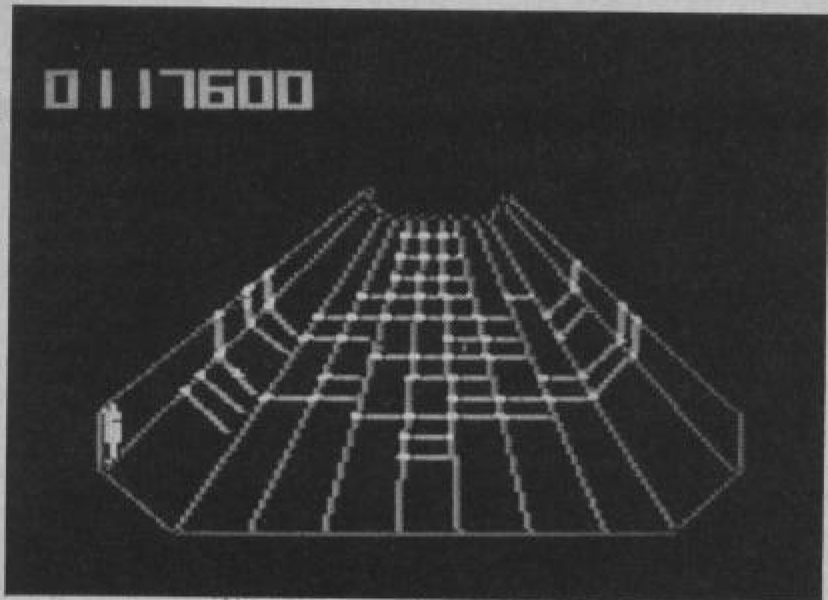
Axis Assassin is a shoot em up in the most traditional of standards, its sole aim being to destroy everything and stay alive, kill or be killed.

The battle is fought against the Master Arachnid (a sort of big cheese spider for those who don't study biology), controller of a swarming army of marauding killers out for your blood. The game takes place on the MA's web, which looks more like a grid from the Atari arcade game *Tempest* than a spider's residence. You can move up and down the grid freely and jump from lane to lane (unlike the arcade game).

At the commencement of a screen the playing area is set up and a Web Spinner weaves a set of webs across the grid lanes. You can't go through a web but you can shoot them. If you don't then your movement gets rather



Being a long time fan of the arcade game Tempest *I was more than happy when* Axis Assassin *came along. Although the graphics aren't exactly amazing, the speed of action and gameplay make up for this. The Web Spinners start to move pretty fast on the later screens making the game very tough to play. The option to start on higher levels, as in* Tempest, *keeps the challenge constant since there's no need to muck about on the lower levels once you've conquered them. All in all quite a nice version of an extremely good game.*



several different types of gruesomes zooming up and down the web at mega-speeds. The Web Spinners make an appearance in large numbers and constantly weave webs in an attempt to trap you in one lane. Robot Drones whizz up and down the lanes trying to ram you and if they do then you lose one of your five lives.

Kamikaze Hunters patrol in a similar fashion but they switch lanes and try to track you. On harder levels they do this at such high speed that dodging them is next to impossible and reflexes are the only thing to guarantee your survival.

Spores travel the length of the lanes and split into two Mutant Guards that zoom around and restricted. After the Web Spinner's job is done then the onslaught of the spiders begins...

The essential thing is to stay alive, not so easy since there are make a general nuisance of themselves. The most deadly sort of denizen though, is the Xterminators. These are indestructable and can only be dodged.

There is a useful level select option that allows you to choose your starting screen. As you progress through the levels the grids start to change pattern, ranging from U shaped ones to zig-zags. On **very** high waves the whole grid blacks out and the only things you can see are the aliens.



I didn't find this version of Tempest *particularly enthralling since there is such little variation in gameplay other than differing web layouts. The vector graphics are rather blocky and despite being generally fast, I found that the ship became quite sluggish on occasions. It is said that you look only as old as you feel but* Axis Assassin *actually feels as old as it looks.*



When I first saw the game I instantly thought it was going to be a clone of Atari's Tempest, *one of the all time classic shoot em ups. On further playing I discovered that it was similar, but some of the gameplay elements had been changed. Instead of just sitting at the top of the tunnel like in* Tempest *you now can move up and down it — vital because if you stick at the bottom of the tunnel you're very likely to get destroyed by the marauding aliens. There's a level select at the beginning of a game like the arcade game and some of the aliens have similar properties to their arcade counterparts. I really liked the game — it's a great shoot em up and one that gets incredibly frantic on higher levels.*

Presentation 81%
Great level select option.

Graphics 62%
Fast, but blocky, vector graphics.

Sound 29%
A couple of booms and few FX.

Hookability 71%
Staying alive is difficult but addictive.

Lastability 66%
Especially on top levels.

Value for money 67%
Cheaper than the average game.

Overall 70%
Best version of *Tempest* on the 64 yet.

KARATEKA

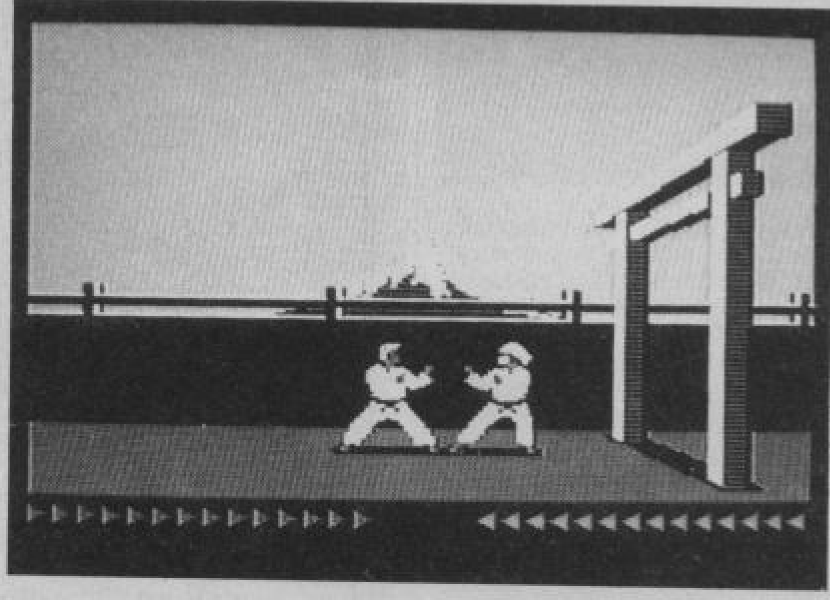
Ariolasoft/Broderbund, £9.95 cass, £12.95 disk, joystick or keys

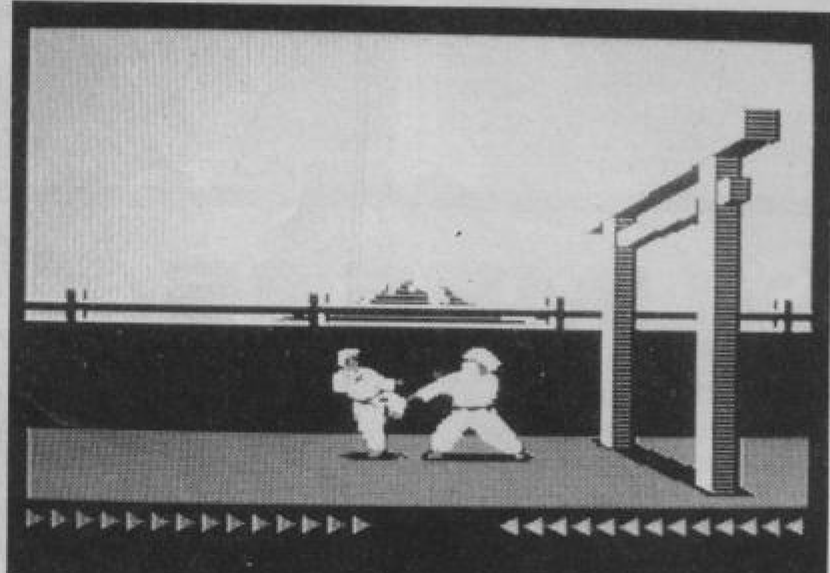
Another karate game hits the 64, although this time it's more of an arcade ad venture like the arcade game *Kung Fu Master* than the *Karate Champ* clones which have been released recently.

Karateka places you in the age old situation of rescuing a beautiful Princess. You take the role of Karateka, master of unarmed combat and you are required to fight your way into the fortress of Akuma and rescue Princess Mariko, an orientally distressed damsel who's being held prisoner there. Naturally there are sentries guarding the palace and these too are a dab hand at karate, and naturally you have to fight every inch of the way in.

The game starts just as Karateka reaches Akuma's mountaintop castle and the action commences almost immediately. First you must eliminate the guard standing outside the main gate. Once this task is completed you can enter the gate and gain egress to the inner courtyard of the fortress.

Fighting is a lot easier than the initially confusing *Way of the Exploding Fist* with its multitude of different moves. In *Karateka* there is the usual walk right and left and you also have run, which is useful when you want to move to another location swiftly. The only trouble with the run mode is that you have to pull up, stop and go into fight mode when you face an opponent. If you don't then he'll knock you down with one blow since you're undefended. During combat there are six blows under your control: high, medium and low kicks and punches. The punches are best used in close quarter fighting, the kicks being more effective when you are further away from your opponent.





To beat an opponent you have to sap him of his energy by hitting or kicking him many times. His and your energy are shown at the bottom of the screen in the form of bars. Every time a person is hit their energy bar diminishes by a certain amount and once it reaches zero then the next punch or kick will kill him. If you break off from fighting and back away for a while then your energy slowly creeps back up again — useful when you've just had a rather hefty beating.

Once you've beaten the first opponent and have entered the fortress the program switches movie-style to Akuma's room. A guard enters and Akuma points meaningly at the door, the guard turns and swiftly leaves the room and starts pounding down the corridor towards the courtyard to engage you in battle. Getting across the courtyard usually involves three or more fights, but once you have, you reach the entrance to the main keep of the fortress.

Inside the building the program switches back to Akuma's room and another little intermission showing the top guards being sent out to repel you. These are Akuma's best, and just in case there's any doubt that they might fail, Akuma also sends out his Eagle to hassle you while you're running along the corridor in between fights. If you manage to fight your way past this lot then you get to the inner door inside the fortress. It's here where you have to battle with Akuma himself in a final deadly conflict. should you manage to beat the evil swine then you'll be able to enter the Princess's dungeon and rescue her. Oh, and don't forget your royal etiquette either . . . !



I first saw this game on the Apple around two years ago and was completely stunned by the graphics and overawed by the gameplay. From then on I could only dream of the day when it might make an appearance on the 64, but now it's arrived I'm not quite so enthusiastic. While the actual principles behind the game are most definitely there, the speed is not. This put me right off from the start as this was, in the main, what made the game so playable in the first place. The scrolling is as slow as the character movements and is quite jerky at times. The animation however is first class all round. The presentation is excellent and combined with the effective use of sound and music there is a certain film-like quality about the game, making it that bit more absorbing. Unfortunately some of this atmosphere is lost on the cassette version as one has to stop occasionally to load up the next stage. Still, it does prove useful though, in that one can have a rest in the meantime. Karateka *was a great game on the Apple but unfortunately the Commodore conversion doesn't carry quite the same impact.*



The trouble with Karateka *is that the gameplay is really, really slow. It's so slow it's almost like playing a dream! If it had been speeded up then the game would hover on being brilliant, but as it stands it's just good. There are some nice touches like the little movie bits in between the action. There's also an excellent title screen with atmospheric sound effects showing the Princess being locked in her cell. Reaching the final door isn't too hard once you've mastered the fighting techniques but every time I try to go through it, it falls on my bonce . . . this gets immensely annoying since I can reach the same place time after time. Still, even with its speed restriction* Karateka *is fun to play, and the desire to rescue the poor ol' Princess is high. (What's the reward one wonders??)!*



Presentation 94%
Excellent title screen and 'movie' intermissions — no ice creams however.

Graphics 82%
Stunning animation against simple but effective backdrops.

Sound 74%
Atmospheric tunes but weak sound FX.

Hookability 82%
Who can refuse a distressed Princess . . . ?

Lastability 71%
. . . but will you want to keep rescuing her?

Value for money 78%
Some of its drawbacks lower the rating a touch..

Overall 80%
Excellent variant on a Kung Fu theme, but it's a shame it's so slow.

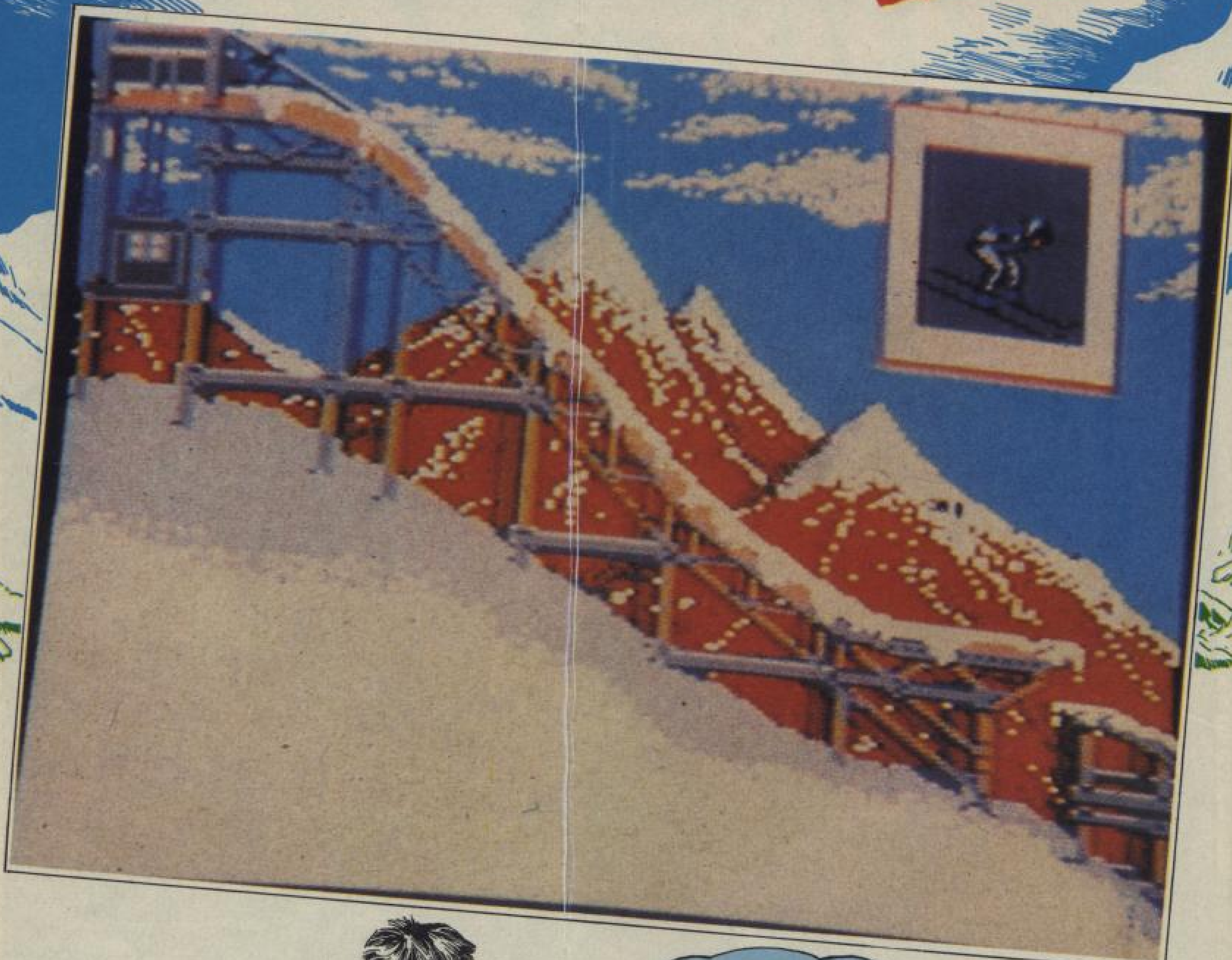


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WINTER GAMES

US Gold/Epyx, £9.95 cass, £14.95 disk, joystick only

SIZZLER



Epyx have moved away from the hot, sweaty and dizzy heights of *Summer Games* to those of a far colder, but equally sweaty clime of *Winter Games*, their third sports simulations to be released in Britain.

The game has a similar format and presentation to the *Summer Games* bilogy (well you have a **tri**logy, so why not a **bi**logy)? The options open to you are the same, with the choice of three competition modes or a practice mode. The former allowing you to compete in either one, some or all of the events in the form of a one-off, the latter to practice one event as many times as you wish. You can also view the world records and repeat the opening ceremonies as before. Even the act of selecting your country is performed in the same manner. However, there are only seven events in *Winter Games* as opposed to eight in *Summer Games*.



The amount of people that have asked for information about Winter Games *... well, it's arrived and I'm glad to say that for me it offered no disappointment whatsoever. Some of the bit-mapped backdrop screens are absolutely superb, especially the ones on the biathlon. The sprites, animation and sound are up to the usual Epyx standards of excellence, in some cases the animation, although not as smooth, has more variety than* Summer Games II.

This program only has seven events but each event requires massive memory, the biathlon for example with its four bit-mapped screens. My personal favourites included the bobsleigh (brilliant) and both the skating events (these both require a hell of a lot of practice) before anything like a proficient score is achieved. I think that Winter Games *is a little harder than the others in the* Games *series — the two skating events offer a lot more challenge than just about any other event in* SG II. *Get your furs on and have a go, if it doesn't grab you then you're intangible!*

HOT DOG AERIALS

Nothing to do with flying sausages but a test of how well you can manoeuvre on skis whilst flying through the air. The object of the exercise is to score as many points out of ten as possible by performing a stunt, or stunts, during a short ski jump. You are allowed three attempts at proving your worth.

Your skier starts atop a small peak with a mountain range and static crowd in the background. A press of the fire button ejects him from his perch and for the short period of time he is in flight you must perform one or more movements from the six available. You must also land successfully since falls are penalised as are poorly executed, or 'awkward', movements. Points are awarded by eight different judges and an average is taken for your final score.

FIGURE SKATING

This is the first of three skating events and is a timed test of grace, accuracy and coordination. You have one minute (real-



time) to perform seven compulsory movements with as much elegance and precision as possible, and without falling over in the process!

The event takes place on an indoor ice rink (where else?) that scrolls from right to left as your skater does her stuff. One can skate either forwards or backwards, depending upon which manoeuvre you wish to execute. Certain jumps and spins can only be performed by skating in the correct direction.

As with the *Hot Dog* event, you are penalised for perfor ming an 'awkward' movement or falling, so one must time all jumps etc, carefully. For instance, spin for too long and you fall over through dizziness! At the end of the allotted minute, eight judges rate your performance and an average for your final score is taken as before. One can score no less than a shameful zero and no more than a perfect six, since the marking scheme used is similar to the real thing.



SKI JUMP

High atop a man-made ski-run stands a lonesome skier, shivering with cold and anticipation. He crouches low and pushes off with a push of the fire button. Down the runway he speeds, the wind pressing hard against his body and his mind concentrating hard on the jump to come.

On reaching the end of the strip he sails majestically into the air, temporarily at one with elements until he lands, heavily, the snow breaking his fall and a few bones simultaneously. Whoops. Who forgot to adjust his position during the skier's brief flight, then?

The *Ski Jump* is effectively the next step on from the *Hot Dog*, although no acrobatics are required. One has simply to jump as far as possible to score points, but style is also of importance. While the skier is in the air he meets wind resistance and this affects his 'balance'. Therefore one must ensure that the skier is as aerodynamic as possible and that any faults that occur along the way, such as crossed skis and bent knees, are quickly corrected.

FREE SKATING

Although the Americanism may suggest otherwise, this event is in fact *Freestyle Skating* and is a sort of extended version of the *Figure Skating*. Instead of having to execute only seven movements successfully in one minute, you are required to perform them **three** times in two.

The music played during the event is different and so is the scoring system used for judging. Greater skill is needed though, as you has to perform for longer but other than that the game is the same.

SPEED SKATING

This event is very similar to the rowing in *Summer Games II*, being a head-to-head split screen race. Each player may choose their lane and after the countdown it's a speedy race down the 250m straight. The joystick is used in *Decathlon* fashion although it's not frantic speed waggling that is required but good rhythm in time with the skater's legs. When you first start racing you have to do do some swift waggling to build up speed, but once you're cruising it is leisurely strokes that gain the optimum results. Both screens scroll independently





On seeing Summer Games *for the first time over a year ago, I thought it was brilliant in all respects — graphics, sound and especially gameplay. When you see the sequel,* Summer Games II, *however, you realise just how far programs have progressed over that year. The same holds true for* Winter Games, *although the time scale between its release and that of* Summer Games II, *is considerably less.*

I was initially disappointed, nay disgusted, by the fact that this game was very similar in appearance to its predecessors, and Epyx should have made some effort to change this. The same can be said of the seven 'new' events.

While they contain some of the best graphics yet seen on the 64, the gameplay on a majority of them is too close to previous Epyx events for comfort. Still, this didn't stop me enjoying the game immensely as a whole and this is an excellent addition to the Epyx sports range. But I do feel that if they are to release further games of this ilk, then they ought to buck their ideas up a bit and go for something a little bit more original and varied in gameplay.

with each player. There's a bar so the player can gauge the speed and also a timer.

BIATHLON
The Biathlon is a gruelling race on skis over a beautifully drawn country track with only a .22 calibre rifle for company. You have to make your way through valleys and up and down hills between four separate points. At each point there are five targets, and this is where your gun comes into action — load the gun and try to hit the targets. You only have five shots at the five targets and, because each miss will give you a five second time penalty, every shot counts.

Control is a fluent left/right movement to make your skier move across the ice surface. If you go too fast then he just slips (like running on ice), too slow and it takes ages to build up speed. When you go downhill use up and down on the joystick to dig your ski sticks into the snow to send you zooming down the slope. When you reach a hill it's swift left/right movements that are to get you to the top.

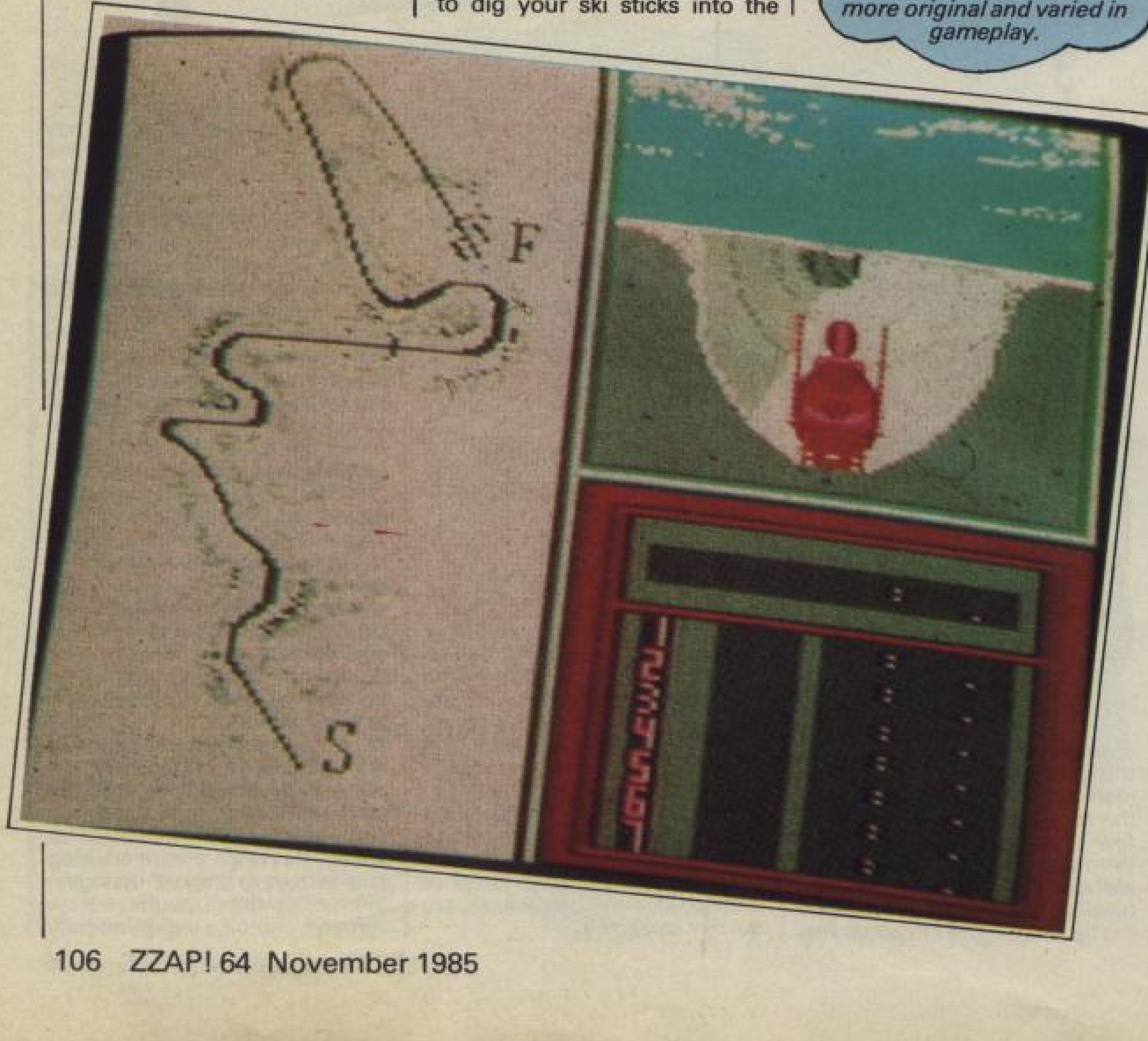
At the end of the race your time is shown and any shooting penalties incurred are taken into account, the winner being the one with the fastest time.

BOBSLEIGH
This event has very basic controls — just steer the bobsleigh left and right as you hurtle down the ice track. The difficult thing is trying to find the best tactic to allow you to gain speed and yet not end up careering down the course like a drunken driver.

The display shows three separate screens. The biggest one shows a plan of the whole course. Once you start racing a red line creeps down the course, indicating progress, a quick glimpse at this shows you exactly where you are and what sort of bend you can expect to encounter next.

The second screen shows your current time, and the third a 3D rear 'Pole Position' style view of your bobsleigh and the track as you whizz down it. This is the screen you have to watch the most so you can gauge when you should steer left or right to negotiate the corners. If you don't steer at all then your sled will go right up the banking and tumble over.

The fastest time wins the race, and just like real life 0.2 of a second is a long time, allowing no room for error.



Presentation 95%
Meticulous attention to detail with some good options, but marred by a lack of restart facility.

Graphics 98%
Photographic backdrops and life-like sprites, with incredibly realistic use of colour and shading.

Sound 97%
Plenty of superb tunes and sound effects.

Hookability 97%
The stunning graphics, sound and unusual gameplay instantly draw you in.

Lastability 94%
Constant challenge of beating records is ever present.

Value For Money 95%
Lots of cool game for a cool price.

Overall 94%
Another classic sports simulation from Epyx.

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WORLD CUP II

Artic, £6.95 cass, joystick only

This is the follow up to Artic's relatively obscure *World Cup* and is an arcade simulation of none other than . . . the World Cup. The action begins in the quarter finals and up to eight people can take part with eight teams competing against each other and up to eight real life players can take part.

The game takes place on a football pitch roughly three times the screen length. It follows a similar format to that of Commodore's *International Soccer* in that you are given a 3D panoramic view of the pitch. The match is viewed through a scrolling window that follows the movement of the ball.

Each team has six players with each player displayed as an expanded multicolour sprite. When the game starts the players come running on to the pitch and take up their positions up and down the field. One of the teams is awarded the kick off for no apparent reason and the defending team has to wait until the kick off has been taken until they're allowed to move.

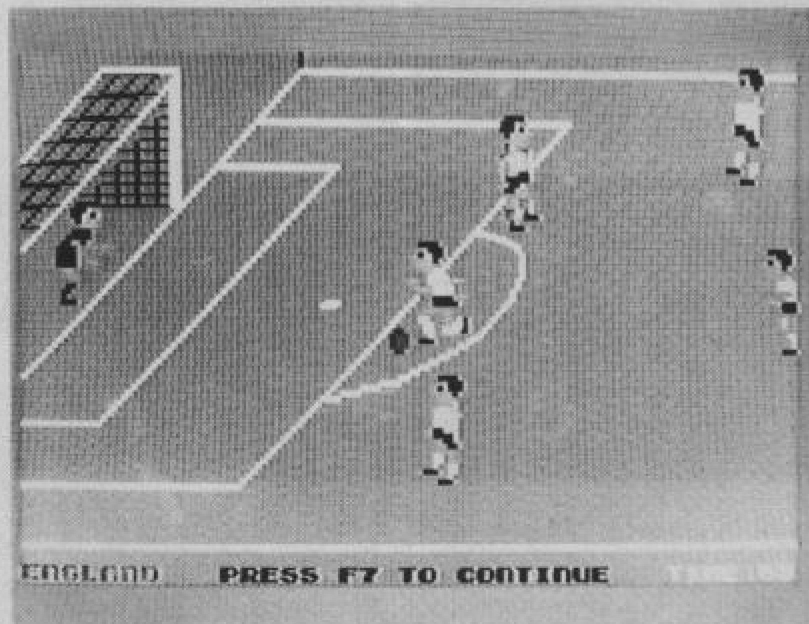
Unlike *International Soccer*, in which you play the footballer nearest to the ball with the computer switching control automatically, you have a limited control over the player you wish to use. To change player you press fire and you can then move the player in your team nearest to the ball. The other players that aren't being controlled just stand still in their allocated places. When you've finished using a player he runs back to the position from where where he started.

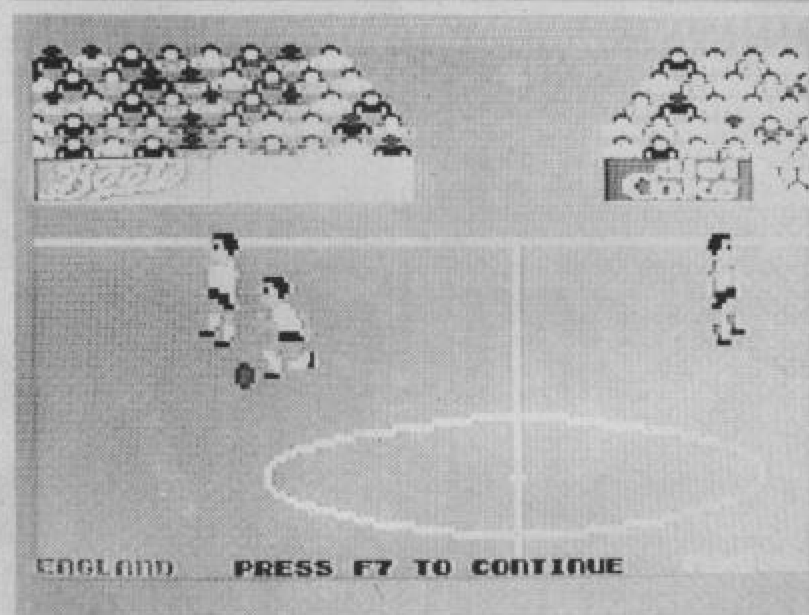
The goalkeeper moves into action whenever the ball comes near him. The options you have are dive left or right. To do so move the joystick in the direction you wish to dive and hit the fire button.

If you play the computer it obeys the same rules that apply to you and is only allowed to move one player at any given time. The match is played over two halves with a short graphic intermission as the teams run off and then run back on again to take up their places. Corners and throws are awarded but the program doesn't allow for offsides. Also included is a pause facility and the option of having a tune played during the match.



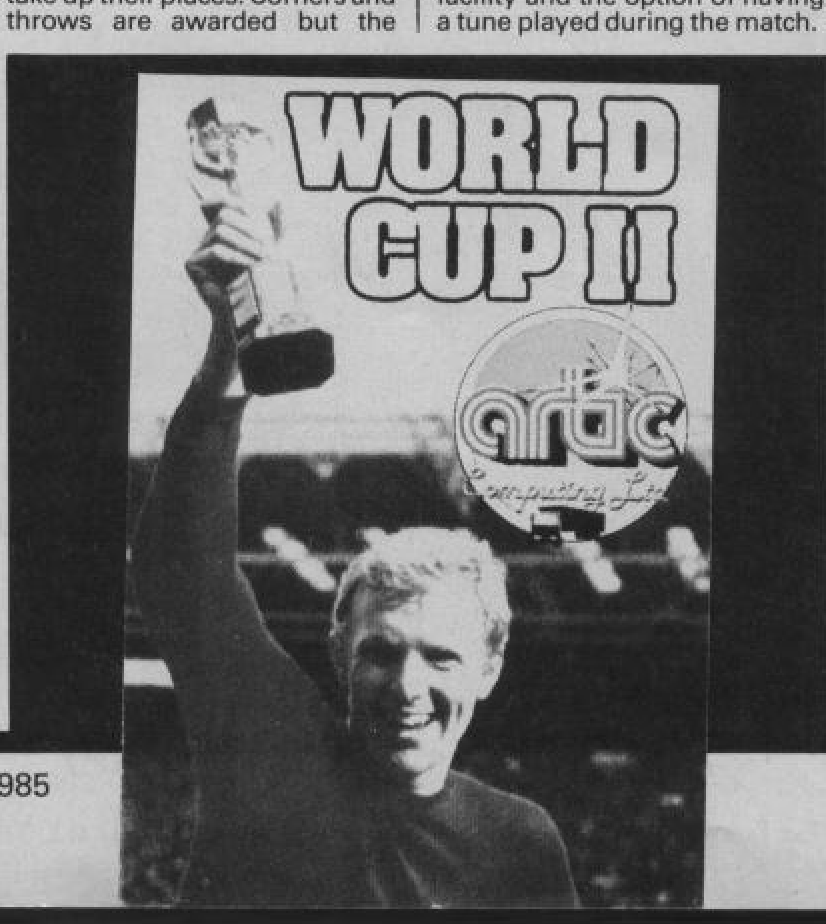
After International Soccer *setting such a high standard for this type of game any product of a similar style would have to be of a very high quality to make much of an impression. I'm afraid that* World Cup II *doesn't really live up to the example it has been set. The only new features are the muzak and the competition structure, although the latter can be a drawback because if you want a one player game you may only want a couple of games at the most but because of the competition you are forced to play seven games. If there was an abort function it wouldn't matter but there's no way to restart the game apart from playing the competition all the way through. The graphics are very blocky and smooth scrolling isn't used. The football itself knows little about inertia or gravity and makes* World Cup II *all the more unrealistic. I'm afraid that after* International Soccer, World Cup II *just doesn't make the grade. If it were budget software I might be a bit more mercifull, but for the price Artic is asking, it really isn't worth it.*







If anyone releases a football game then it's bound to be compared with the excellent International Soccer, *the apex of football games. This one isn't too bad and is presented in similar fashion to* IS *and has music (on/off facility thank god). Animation is average, but the ball doesn't move very realistically. There's a nice touch with a footballer leaping into the air when he scores, the only trouble is that it seems to take a few seconds to sink in when he scores, and about the same amount of time for him to float down when he finally jumps into the air to celebrate. The game is relatively cheap and is definitely better than most in its class, but I still think Commodore's soccer has yet to be beaten.*



Presentation 52%
1 to 8 players allowed.

Graphics 47%
Undetailed sprites wobble about the screen.

Sound 40%
Nice white noise crowd sounds but cheap sounding and annoying tune.

Hookability 51%
The competition element helps.

Lastability 48%
Okay if you're playing two player but computer is easily conquered.

Value For Money 62%
Relatively low price but maybe it'd be better off as budget software.

Overall 49%
International Soccer is still the definitive soccer game.

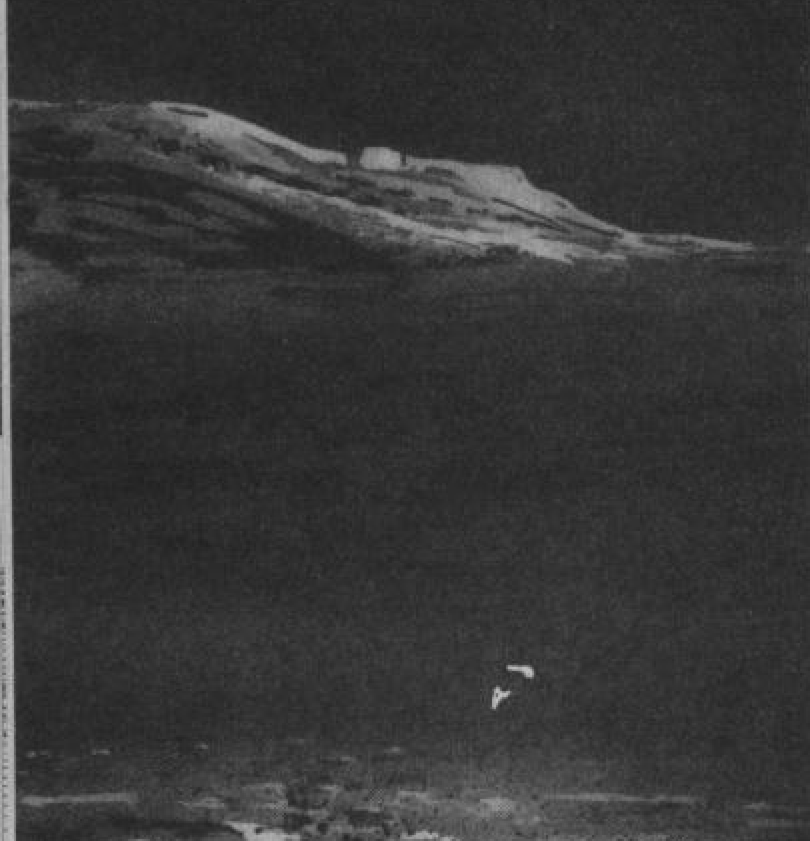

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LEAP, SPROING

Charlie Fotheringham-Grunes has come out from behind the rhodedendron bush, donned his space suit and scampered off the the moon in yet another bid to save life, the world, the universe and generally . . . everything worth sticking up for.

He's a man of principle this F-G chappie, don't you know. Represents all the good things in life. Sort of chap who might be able to stop the rot, persuade men not to wear aftershave and grow beards instead, force Penn to have a haircut and generally put the world to rights.

But enough of this drivel .... on with the wordsquare!



The words

RHODODENDRON
NODES
ODIN
MOON
MOLE
ALCHIEM
YESOD
CAVES
LEAP
CHARLIE

S	K	N	O	R	L	L	A	N	G	I	R	M
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NAME ....

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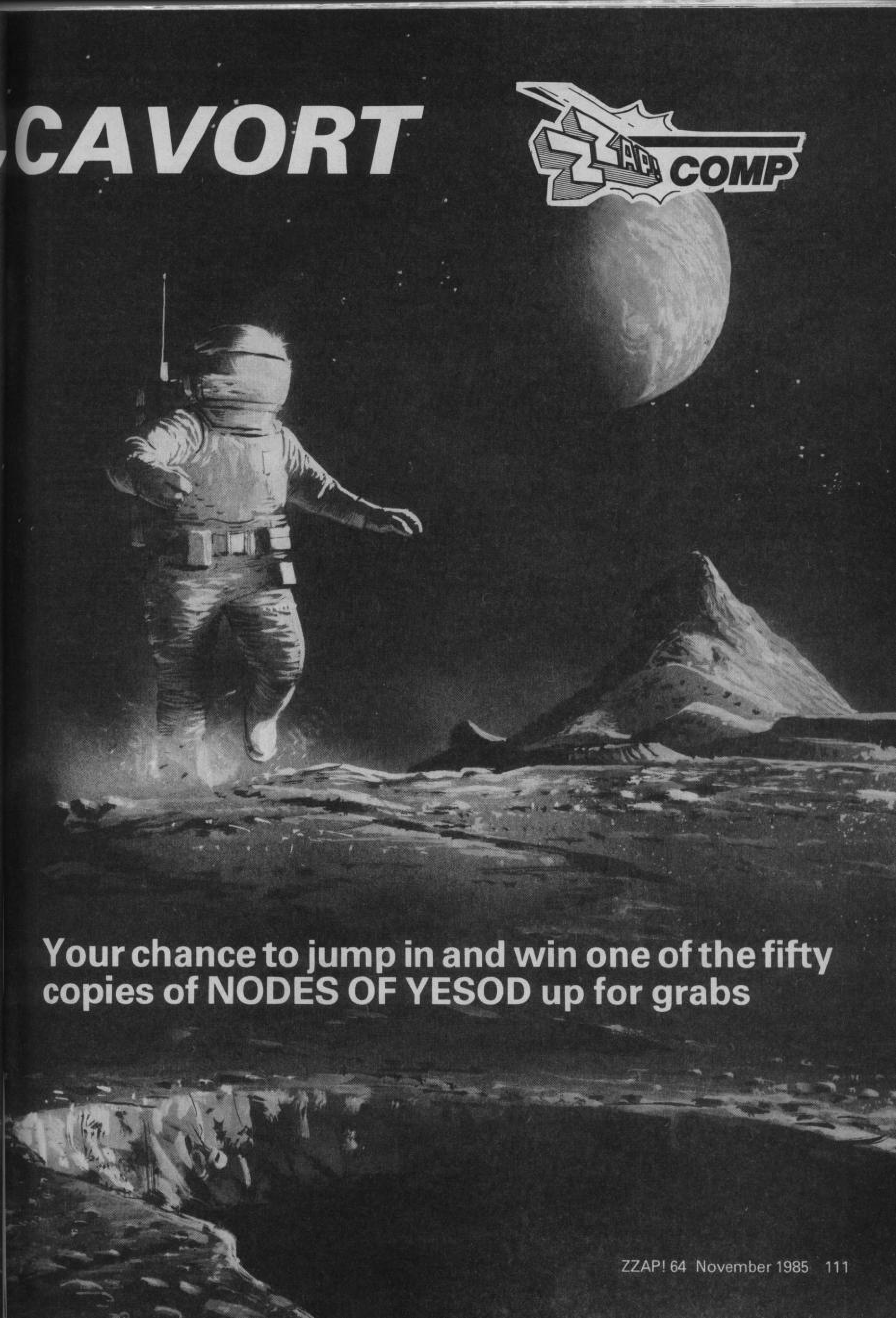
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We'll be making the draw on 14th November, so get those entries in to
NODES OF YESOD COMP PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB

G, CAVORT

ZZAP! COMP



Your chance to jump in and win one of the fifty copies of NODES OF YESOD up for grabs



MOHICAN MASHING

Since the glorious defeat of the Evil Rignall last month, I have had a total overhaul of my internal systems and now I'm glad to say I feel as good as I did when I was a warrior in the Videodomes of Beta Telhau.

I was savouring again that sweet taste of victory when a minion scuttled forward and informed me that JR's revolting partner in crime, Gary Penn, was to take over the position of the ZZAP! champion. I groaned inwardly . . . yet another challenger would have to be found, my trauma has started afresh. I settled in front of my files computer, plugged my new hallucifier into the serial bus in my left cranium and relaxed, watching *Putrifying Aliens Dissolve Penn's Mohican in 5D* as I tried to find a challenger.

After I'd savoured the aliens sticking long needles into the Penn's vile brain several times I stumbled across an entry form from **Hemant Patel**, a being from that pathetic village called London. Boasting excellent records in *Summer Games* and *Summer Games II*, I considered him to be exactly the right sort of challenger to meet my requirements.

Hemant arrived early at the appointed day and brought his younger brother with him for support. I was pleased to see that not only had he brought a clan member along but also **three** different joysticks to help him gain optimum marks in the 16 different events. I announced that play should immediately commence, knowing that the sick Penn had been watching some feeble children's movie called *Zombie Flesh Eaters* late the night before.

I also knew that Penn was suffering a pathetic emotion called 'love' — a human affliction which appears to throw the centres of personality balance out of synchronisation and which I suspected could affect his gameplay adversely. T take full advantage of the situation I told a minion to whisper 'Wendy' in his ear just before he entered the challenge room. I was certain that this would put him off . . . the way he'd been mooning around the office recently was disgusting.

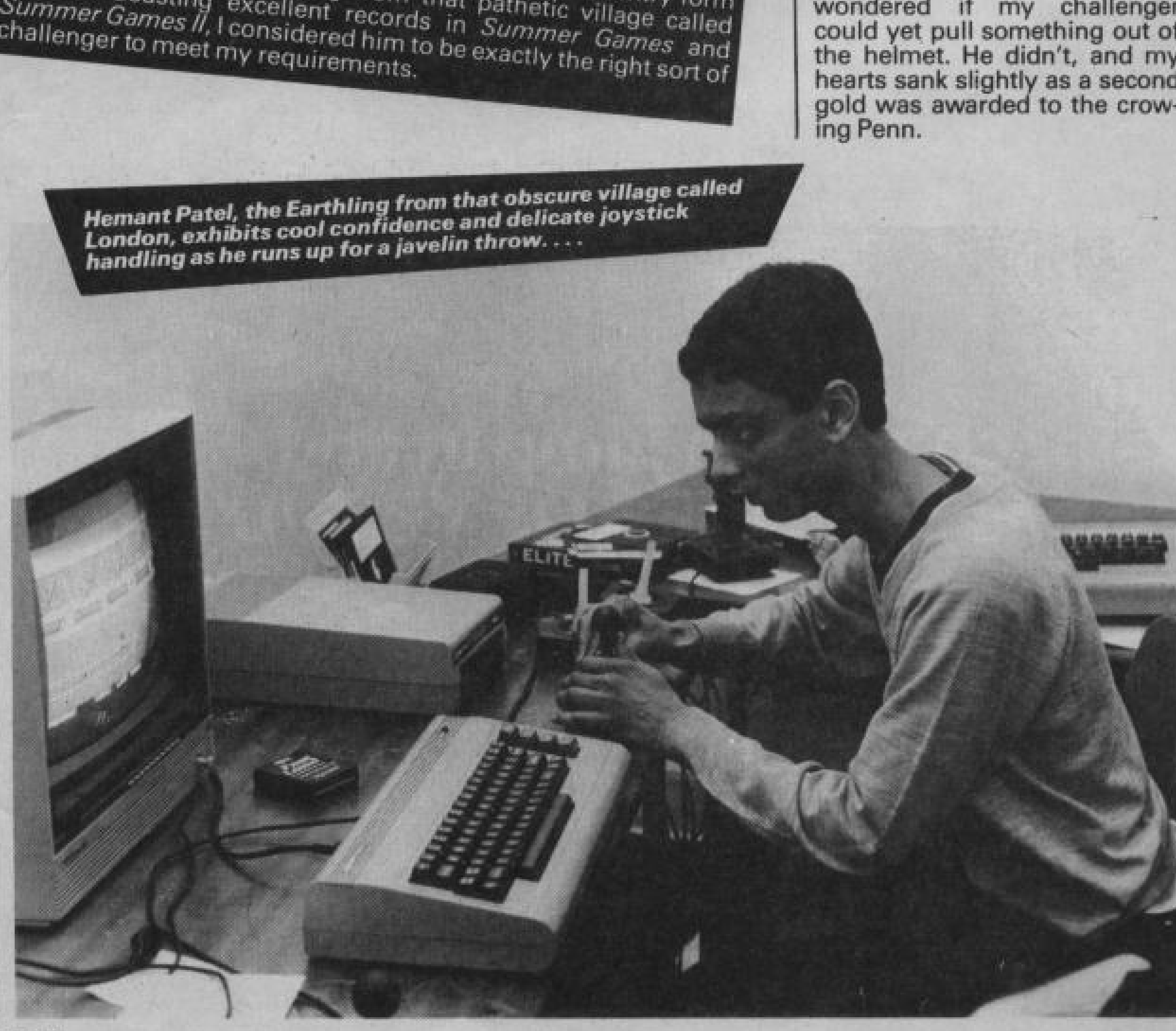
When Rignall then walked into the room to give the lovesick Penn some moral support my old emotions were stirred too much for me to refuse. Rignall's huge ego has barely been dented by last month's defeat, but the out-of-proportion Penn's has now reached state-of-the-art expansiveness, making the wimp's look like a deflated balloon. I took heart, Penn came second in the in-house challenge in issue one — surely he can be disposed of more easily than the last revolting champion. Anyway, I still reckoned that one with such over-sized arms and legs wouldn't stand a chance against a keen-eyed and worthy challenger like Hemant.

I ordered the games to start and as soon as the athlete lit the Olympic flame the first event was loaded.

TRIPLE JUMP

I smiled inwardly when the computer announced that noxious Penn should go first, my brave challenger already had a slight advantage! I watched eagerly as the sausage-limbed one got ready to take his first jump. Perhaps taking part in his first challenge had unnerved him? Yes! As I watched, he gained a fault on the first jump . . . I sat back to enjoy myself. Hemant's primary jump was judged to be 16.85m. Oh glorious hallucifiers! The slimy Penn's next jump was a nervous 16.60m . . . my challenger's, oozing confidence, achieved a rather disappointing 16.75m. So I was delighted to see Penn's next jump fall short of the challenger's record and with the thought that my London hero already had a gold medal under his belt, I watched him bound to an excellent 17.50m.

Hemant Patel, the Earthling from that obscure village called London, exhibits cool confidence and delicate joystick handling as he runs up for a javelin throw. . . .

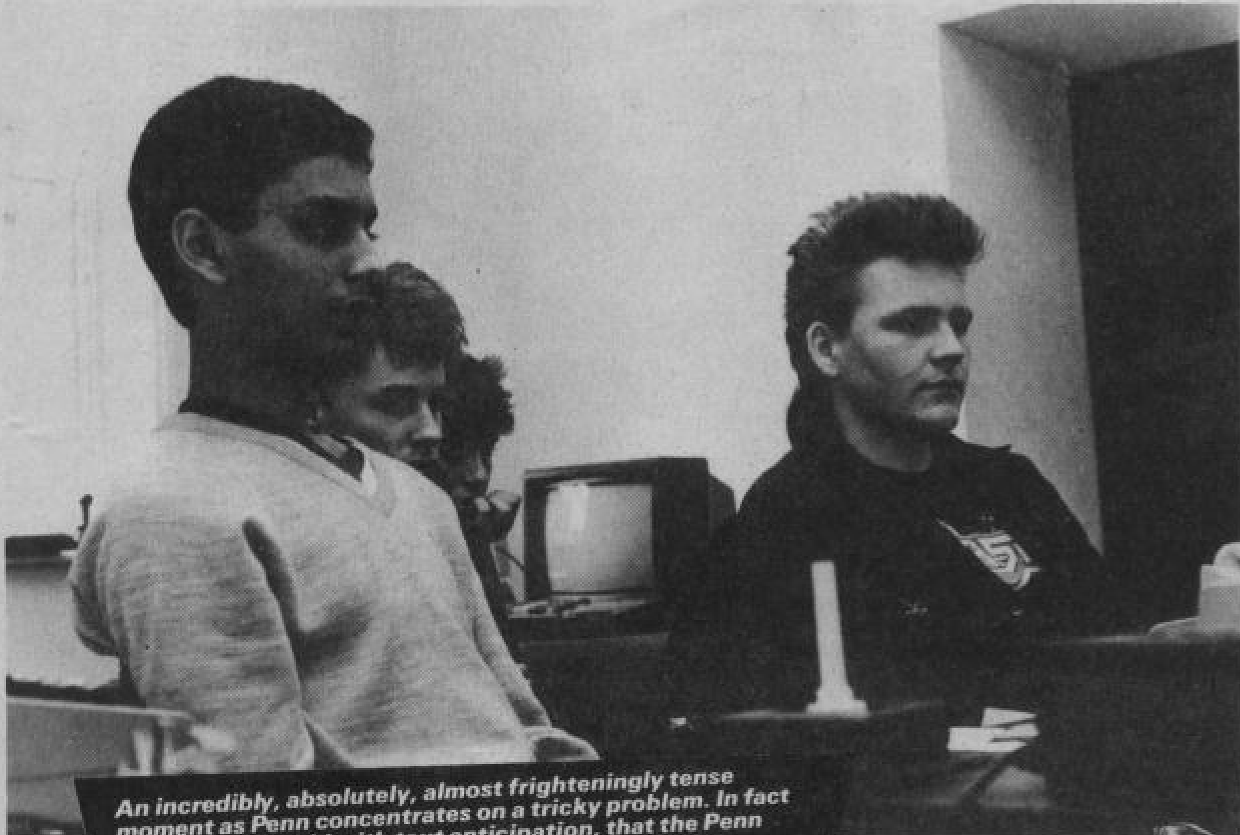


ROWING

With the next event, some pathetically primeval sport, being a head to head my confidence grew. Penn seemed shaken by the simplicity of his first defeat. The race started and Hemant zoomed into an early lead leaving Penn struggling in his wake. At the 100m mark the foul Penn had made up for his early mistake drew level. My hearts pumped as one as they both approached the finishing line. I groaned as Penn pulled in only 0.3 seconds in front of the challenger.

JAVELIN

This event amuses me; if rowing is the peak of Earthly engineering, then throwing spears just about sums up the total under-development of the human race. Watching the foul Penn competing in such an event amused me even more, so fitting for such a stone age human. His first throw made 88.12m, to be expected from such a tribal creature I supposed. My challenger faulted — nerves I told myself. Penn's next throw reached the 100.50 mark, Hemant faulted again, the incompetent fool! Don't they teach them to throw spears properly in London schools? My third stomach churned as I watched Penn's smug grin creeping over his face like a grinning Czhezhire kat from the moons of Jaglon. I wondered whether he was playing me along when he faulted on his next armward heave, but with the last throw to Patel I wondered if my challenger could yet pull something out of the helmet. He didn't, and my hearts sank slightly as a second gold was awarded to the crowing Penn.



An incredibly, absolutely, almost frighteningly tense moment as Penn concentrates on a tricky problem. In fact the air is so humid with taut anticipation, that the Penn Mohican stops growing for a second to allow Julian (deposed) Rignall and Hemant's younger brother a glimpse of the action.

EQUESTRIAN

My challenger had to ride first so it was up to him to set the standard . . . I switched on my stomach harmonizer to steady my nerves. Hemant was off, and cleared jump after jump without falling or suffering a refusal. My hearts lifted as he reached the finishing post without a fault. Let's see how an oversized tadpole can match that. I thoroughly enjoyed the next minute during which time Penn make a complete fool of himself as he struggled to go the course without faulting. With many a groan and a battered horse he eventually struggled over the finishing line with a score of 26 faults . . . HA!

HIGH JUMP

Both competitors agreed to start at 2.00m rather than go all the way through from 1.50m. I watched the caterpillar head clear 2.00m with ease, and my challenger, after one slight mishap, cleared the same height. 2.05m provided no problem for either player but 2.10m became the stalling point for the overweight Penn. He failed the first and second attempt and I watched, thoroughly satisfied, as he knocked the bar off for the third and final time. My challenger, undaunted by moans from the margin doodler, cleared 2.10m first go — another gold to Hemant.



FENCING

This is more like it! An event where the idea is to stick a piece of specially sharpened metal into your opponent. I sat back for a moment and contemplated pleasant mental images of Penn on my zoospheric examination table undergoing a rigorous rearrangement of his internal organs with a half-metre thick piece of specially sharpened metal . . .

The event started with Penn immediately scoring a hit — so much for the power of the mind. The same thing happened again . . . and again, without a reply from Hemant. I started to get that old familiar sinking feeling. The hideous Penn struck again and I cursed my incompetent challenger. Penn was awarded another point. He'd won the bout and my challenger failed to score and consequently didn't even earn a medal or points.

CYCLING

Penn's smug grin filled my head with unbelievable loathing as he settled down to tackle the next event. I was relieved to see that my challenger wasn't looking too ruffled by his specially sharpened metal defeat. The gun sounded and both players commenced pedalling down the track. Hemant started very well but the fool lost rhythm and faltered . . . I cursed to see the odourous Penn trundle past. Oh, how I wished for a ten-ton juggernaught to come the other way and grind him into the road. My challenger made a brave attempt to catch up but Penn carried on without loss of rhythm and finished almost ten seconds in front of Hemant, 32.8 seconds to 41.5 . . . and another gold for the self-satisfied Penn.

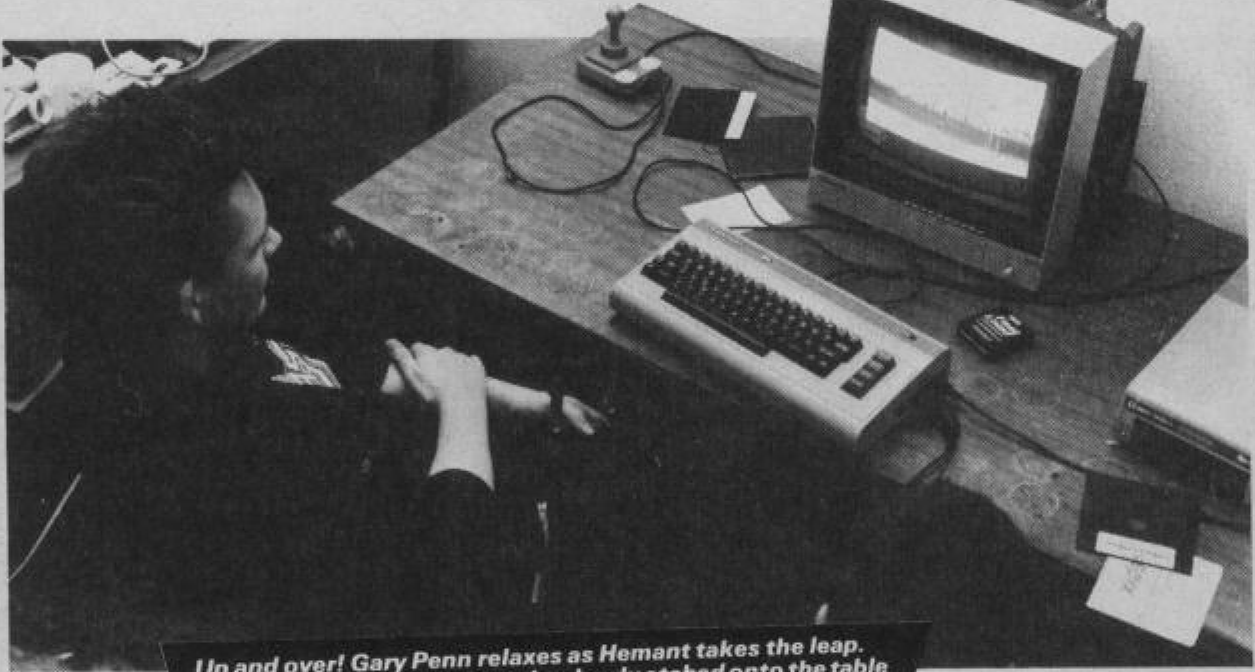
KAYAKING

I knew that the evil one was reasonably confident in receiving the gold in this event, having scored some rather good times in practice. I pondered on the thought that if my challenger won this event perhaps Penn would be shaken enough to fail in the next. I sat and hoped. Penn went first and paddled, I grudgingly admit, with some flair until . . . Oh the Great God of Nuncikau . . . whilst trying to get through gate 14 he hit the pole and was sent into the bank. Many precious seconds were wasted as the bumbling idiot tried in vain to paddle back up stream to go through the gate again. In the end he was forced

A touching moment of Earthling tenderness, as Gary takes Hemant's joystick in friendship. Ahhhh. . . .







Up and over! Gary Penn relaxes as Hemant takes the leap. You can see Gary's teeth marks clearly etched onto the table top.

to miss the gate entirely and struggled over the finishing line with the feeble time of 1.56. My challenger sat back confidently and completed the course faultlessly with an excellent time of 1.37 . . . I began to feel better.

POLE VAULT

I watched the first event of *Summer Games* with eager anticipation, I was sure my challenger could take the gold in this one. Both players started at the 5.00m mark and cleared the bar time after time until 5.70 when both encountered trouble. Hemant failed at the first attempt, Penn likewise. At the second my challenger cleared the bar . . . it was now up to the slimy one to fail . . . I concentrated on infiltrating his microscopic brain. He failed his second attempt and made my hearts beat faster as he ran up to his third and final go. My concentration reached its utmost and a shout of anguish from Penn caused me to open my eyes — he'd failed. Oh frabjous joy . . . another gold for Hemant.

HIGH DIVING

It was my challenger's turn to go first and I confidently expected a good result. Hemant's first dive brought him an commendable score of 161.50 . . . an excellent start. Penn commenced his high diving and was awarded 136.00 for his pathetic imitation of a Betalgeuse hump-backed killer whale doing a belly flop. Oh, how I wished this was real life and that I could charge the water with 20,000 volts during his dive. Now that *would* make his hair stand on end! During my thoughts Hemant and Penn had both scored 133.00 for their efforts. They both scored exactly the same, 148.00 for their next attempts. I again breathed deeply. Hemant's next go was awarded 142.20 points, surely winning this event was beyond Penn's feeble powers? He took his dive . . . Oh no!!! The computer judges are biased — they've awarded him 180.00. How could they do this to me..? I saw the final scores and looked away in disgust — 597.00 to Penn and 584.70 to Hemant. I sank back in my chair, thinking only of the next event.

4X400m RELAY

The 4x400m race began extremely well for my challenger (after a rather nervous false start) and he powered down the straight on the first leg leaving Penn eating dust (his usual diet for luncheon anyway). Adding further to Penn's confusion, a pathetic baton changeover caused him to fall even further behind . . . once again I started to enjoy myself. Things were still going badly for Penn when all of a sudden he began catching up with the leader. Forcing back the urge to sever Penn's joystick lead (if not his jugular), I sat back and took a hefty swig of Domestos . . . the finishing line was in sight of my challenger, if only he could hang on . . . if only he . . . I closed my eyes and took another raw throatful of the fiery liquid as the fat faced one crossed the line 0.9 seconds before my challenger, his time 2.30.0.

100m

Without a warm-up I wondered how the two would do in this gruelling joystick waggling session. Would Penn's feeble heart pack up with the strain? Perhaps cramp would set in . . . I pondered on how long I could delay an ambulance if it happened. The race started and both competitors immediately induced terminal frenzy, smashing their joysticks from side to side. I found Penn's expression particularly amusing as he strained . . . not unlike the one I imagined on the hallucifier when using my specially sharpened scalpel on his nether regions. Both competitors were neck and neck . . . almost a photo finish, who won? I clapped my fist into my palm as it was announced that Penn had won the race by 0.2 of a second. The old familiar feeling was back again with a vengeance.

GYMNASTICS

My challenger went first in this event and scored 7.2 on his first vault. I cringed slightly, his technique wasn't good and there was no way he could earn many more points than that. His second vault gained him 7.5 points, 14.7 overall. I prayed that Penn would fault. My prayers were not answered. He went on to score 9.6 and 9.8 — 19.4 overall. I felt revolted when I saw the anti-peristaltic-making smile creeping across his moon face.

4X100m RELAY

My moral was slipping, and so was my challenger's it seemed . . . he had to win the next three events and his slimy opponent fault on one for him to win the challenge. I concentrated on trying to put off Penn, difficult because he was putting me off without even trying. The swimming started badly for Hemant and he lagged behind right from the start. Time and time again the scrolling screen overtook him as he fell further and further behind. I sat, mortified as I watched him slowly but surely lose the challenge. The evil one won the race with a time of 1.39.3, my challenger's a measly 1.44.1. Oh why is this happening again? What have I done to deserve it? My quest to find another challenger is only just beginning.

I return to my Command module, plug in my hallucifier and attempt to escape the smugly complacent smile of the vile Penn . . . there's a next time mortal . . . a next time . . .

100m FREESTYLE

No Comment!

SKEET SHOOTING

*&$%$%£!!!

1985 (Mastertronic)
22,982 Neil Rolls, Wethersfield, Essex
19,250 Stephen Sherlock, Wirral, Merseyside
19,159 Derek Holmes, Wallasey, Merseyside

ACTION BIKER/CLUMSY COLIN (Mastertronic)
265,503 Jason Belcher, Witney, Oxon
263,410 Chris Russel, Rotherham, S Yorks
263,128 Colin Hadely, Barnehurst, Kent

BLUE MAX (US Gold)
26,420 Neil Robinson, Wellingboro', Northants
24,750 Michael Woodman, LLansamlet, Swansea
17,980 Philip Desmond, Chelmsford, Essex

BEACH HEAD (US Gold)
838,200 Michael Chappell, Kent
808,000 Peter Mason, Inverness
756,000 Carlton Walls, Norwich

BEACH HEAD II (US Gold)
1,248,000 Barry Nicholou, Reading, Berks
1,101,200 Julian Rignall, ZZAP!
989,500 Gary Penn, ZZAP!

BOUNTY BOB (US Gold)
8,585,600 Kristin Keegan, Kilmarnoch, Ayrshire
414,300 Alan Riddiough, Saltburn, Cleveland
339,000 Michael Orwel, Bognor Regis, W Sussex

CAD CAM WARRIOR (Taskset)
6,175 Mark Coleman, Blackburn, Lancs
3,251 Philip Desmond, Chelmsford, Essex

CONFUZION (Incentive)
31,145 Colin Box, Brampton, Cumbria
21,870 Julian Rignall, ZZAP!





ZZAP! CHALLENGE



THE SCORELORD SPEAKETH

This month has seen the return of another smug-faced wimp, determined to make his name in the world of video gaming. THIS MUST NOT HAPPEN - I, The Scorelord, command it.

I have noticed that high scores are still being sent to the old position of my command module somewhere over the primeval village of Yeovil. This is due to the layout people not changing the address on the forms . . . use your initiative my fans and send them to my new position over Ludlow or you may experience delays — everything else is sent here after all.

I want scores on *Skyfox*, *Paradroid* (an excellent game in my eyes and one you should not miss) and *Wizard's Lair* . . . there seems to be a distinct lack of scores for some of the latest games — are you not up to their challenge?.

I regretfully announce that any records on *Summer Games II* won't be printed, there are many of you gaining the maximum scores in each event. For those who would like some targets for which to aim, I've listed the records on the ZZAP! *Summer Games II* disk: TRIPLE JUMP — 17.55, ROWING — 26.5, JAVELIN — 101.31, EQUESTRIAN — 0, HIGH JUMP — 2.50, CYCLING — 27.6, KAYAKING 1.31.

That should keep you busy I think. Until next month my fans, keep playing and scoring.

CAULDRON (Palace)
1,113,475 Simon Anforth, London
160,000 Darren Smith, Suffolk
31,250 Gary Penn, ZZAP!

CHICKEN CHASE (Firebird)
973,425 D J Murray, Hoveringham, Notts
923,643 Paul Yendall, Exeter, Devon
630,891 Julian Rignall, ZZAP!

CYBOTRON (Anirog)
3,652,500 Richard Barker, Leeds
1,250,000 Stephen Blidgeon, Manchester
436,200 James Thomas, Fishguard, Dyfed

DEFENDER (Atarisoft)
3,115,350 Ian Carrel, Langstone Hants
3,005,675 Gareth Baron, Tyne and Wear. 3,000,150 Julian Rignall, ZZAP!

DIG DUG (US Gold)
999,400 Sherif Salama, Cairo, Egypt
879,500 Julian Rignall, ZZAP!
175,000 Philip Desmond, Colchester, Essex

DAVID'S MIDNIGHT MAGIC (Ariolasoft)
1,342,310 M Watkins, Newport, Gwent
1,222,210 Malcom Stretton, Berkhamstead, Herts
598,530 Gary Penn, ZZAP!

DROPZONE (UK Gold)
3,246,980 M Orwell, Bognor Regis, W Sussex
2,028,780 Peter Mcarthy, Weston-S-Mare, Avon
1,759,030 Gavin Tait, Glasgow

EVIL DEAD (Palace Video)
953,200 S Jackson, Northwich, Cheshire

ENTOMBED (Ultimate)
Fin. 0.36 Mark Wilson, Durham
Fin. 0.38 Gary Penn, ZZAP!
Fin. 0.40 Julian Rignall, ZZAP!

ENCOUNTER (Novagen)
632,000 Julian Venus, Winchester
506,500 Jason Mitchell, Inverclyde
480,000 Steven Blidgeon, Manchester

FRANKIE GOES TO HOLLYWOOD (Ocean)
86,700 Gary Penn, ZZAP!
86,600 Julian Rignall, ZZAP!
82,600 Rachel Watson, Aberystwyth, Dyfed

FINDERS KEEPERS (Mastertronic)
£2708.67 Simon Wright, Gosport, Hants

GUARDIAN (Alligata)
1,020,950 Julian Rignall, ZZAP!
592,600 Andy Moss, Coventry
467,350 Khalid Mirza, London

GHOSTBUSTERS (Activision)
$52,000 Craig Dibble, Droitwich
$46,500 Rachel Watson, Aberystwyth, Dyfed
$45,000 Warren Minton, Luton, Herts

GRIBBLY'S DAY OUT (Hewson Consultants)
10,949 Bradley Cole, Downend, Bristol
5,933 Julian Rignall, ZZAP!

HYPERSPORTS (Imagine)
175,512 Norman Stevens, Stratford-On-Avon, Warks
153,938 Julian Rignall, ZZAP!
145,165 Stewart Brewster, Manchester

JUMPMAN (Epyx)
156,300 Paul Campbell, N Ireland

KONG STRIKES BACK (Ocean)
2,071,210 Drew Roger, Dunbartonshire, Scotland
2,030,795 Jonathan Smith, Newport, Gwent

MR DO (US Gold)
4,652,600 Russel Marsh, Mansfield, Notts
4,612,500 Steven Bately, LLanalli, S Wales
3,148,600 Tim Peggs, Scarborough, N Yorks

NIGHT MISSION PINBALL (Sub Logic)
10,783,460 Julian Rignall, ZZAP!
3,586,560 Gary Penn, ZZAP!
1,055,090 M O'Reilly, Rishton, Lancs

PITFALL II (Activision)
199,000 Mark Hardy, Norwich, Norfolk
199,000 Mark Bishop, Hemel Hempstead, Herts

2PASTFINDER (Activision)
380,190 Jonathan Bethell, Eaton Bishop, Herefordshire
342,690 Paul Montague, Eaton Bishop, Herefordshire
269,525 James Callaghan, Skelmersdale, Lancs

POLE POSITION (US Gold)
134,650 Julian Rignall, ZZAP!
130,360 Daniel Shannon, Bootham, York
124,460 Andrew Ball, Gwent

QUO VADIS (The Edge)
2,967,100 Michael Bradshaw, Gomeral, Cleckheaton
2,750,650 Michael Shaw, Dunkin, Cheshire
1,665,800 Tom McKee, Ross-Shire

ROLAND'S RAT RACE (Ocean)
94,950 Beverley Turnbull, Colchester, Essex
47,400 Mark Taylor, Stanford-le-Hope, Essex
43,050 Gary Penn, ZZAP!

ROCK 'N' BOLT (Activision)
$340,189.40 Nicholas Birds, Buxton, Derbyshire
$136,905.25 Jaz/Gaz (relay), ZZAP!
$21,377.25 M O'Reilly, Rishton, Lancs

RESCUE ON FRACTALUS (Activision)
296,498 T N Branston, Cropwell Butler, Notts
255,897 Matthew Clark, Sutton, Surrey
158,954 Rachel Watson, Aberystwyth, Dyfed

ROCKFORD'S RIOT (Monolith)
32,913 Julian Rignall, ZZAP!
21,924 Michael Savage, Norwich, Norfolk

RASKEL (Budgie)
210,800 Julian Rignall, ZZAP!

RAID ON BUNGELING BAY (Ariolasoft)
146,200 Glenn Vyse, Irnham, Lincs
111,300 Paul Riceman, Ilford, Essex
104,600 David Chapman, Aston, Sheffield

STAR WARS (Parker Bros)
126,642,160 Richard Cosgrove, Nottingham
100,366,474 M Woolford, Yeadon, Leeds
50,074,963 Paul Baker, Swindon, Wilts

SLINKY (US Gold)
100,000,000 Julian Rignall, ZZAP!
918,000 Zeno Winkens, Curracloe, Co Wexford

SUPER ZAXXON (US Gold)
55,900 Julian Rignall, ZZAP!

SUPER PIPELINE II (Taskset)
128,400 Warren Craigie, Edinburgh

THING ON A SPRING (Gremlin Graphics)
13,257 Andrew Grifo, Worsley, Manchester
8,953 Gary Penn, ZZAP!
6,284 Chris Wilson, Wigton, Cumbria

TOY BIZZARE (Activision)
603,760 J Mclean, Rhondda, Mid Glam
599,200 Philip Wilson, Belfast
104,240 Gareth Baron, Tyne and Wear

WIZARD OF WOR (Commodore)
345,000 Kevin Adamson, Peterborough
295,700 Robert Crossman, Taunton, Somerset
202,000 Julian Rignall, ZZAP!

UP 'N' DOWN (US Gold)
212,350 Rachel Watson, Aberystwyth, Dyfed
198,830 Khamsin Toobi, Wolverhampton
183,890 Michael Murray, Birmingham

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1. *(5)* **SUMMER GAMES II** (13%)
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19. *(17)* **GRIBBLY'S DAY OUT**
HEWSON CONSULTANTS, £7.95 cass
ZZAP! rating 90%

20. *(18)* **THEATRE EUROPE**
PSS, £9.95 cass
ZZAP! rating 94%

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Every month we give away an amazing **£40 worth of software** to the first person whose ZZAP! READERS TOP 30 VOTING FORM is pulled from the bag. The winner also receives a super ZZAP! 64 T-shirt. Four runners up get a T-shirt and a ZZAP! Cap. So all you have to do is fill out the form below, remembering to put your name and address down, list your five favourite games in descending order (remember they must be released games that you have played), state which software you would like (to a total value of £40) should you win, and your T-shirt size (S,M,L). Then send your form in to the address shown.

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(Please write in block capitals)

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I am voting for the following five games:

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2 ....

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If I win the £40 worth of software, the games I would like are:
Game (and software house)

My T-shirt size is S/M/L

ZZAP! TOP 30, PO BOX 10, LUDLOW, SHROPSHIRE SY8 1DB

r November 1985

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ACTIVISION, £9.99 cass
ZZAP! rating 91%

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ZZAP! rating 88%

25. *(-)* **CLUMSY COLIN**
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ZZAP! rating 86%

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ZZAP! rating 78%

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MASTERTRONIC, £1.99 cass
ZZAP! rating 90%

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ZZAP! rating 91%

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ZZAP! rating 86%

30. *(-)* **NODES OF YESOD**
ODIN, £9.95 cass
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WINNERS: WINNERS: WINNERS: WINNERS:

FRANKIE COMES TO LUDLOW

50 people were invited to show just how real they could be by finding the words hidden in our incredibly difficult wordsquare relating to all things Frankie. The first 50 out of the bag with correct answers (a tough one this) each get a copy of the all singing, all dancing game by OCEAN — welcome to the Pleasure Dome. . . .

Anthony Gibbins, Hitchin SG4 9QG; P D Thomas, Cleveland TS23 3PD; P D Stephens, Berks RG4 7NT; David Vickers, NOTTINGHAM NG11 8BN; Andrew Baldry, W Sussex RH15 DQH; Lee Munro, Berks RG17 ODE; Alex Huxley, Staffs WS9 9DX; Chris Madden, Limerick, Ireland; Sidharath Mahay, Birmingham B24 9BO; Graham Anderson, Lincs LN5 9AU; David Carter, Oxford OX5 2XA; Julie Paine, Kent ME19 6NQ; Wayne Pearson, Mid Glam CF45 4SU; Brian Curtis, RAF Upper Heyford; B M Day, Essex SS6 7LH; Colin Foster, Lancs WN5 OHP; R G Clark, London SW9 0SJ; Colin Barrett, S Glamorgan CF6 7RY; Ian Pinto, Surrey SM3 8QR; R F Wheeler, Essex SS14 2LH; Paul Whorwood, Staffs; R Sembi, W Midlands B69 2DX; M M Cocke, Surrey SM2 5SL; David Williams, Surrey KT23 4JX; David Blackman, Herts SG1 4NT; L S Knight, Kent ME13 9JR; Duncan Harvey, Staffs WS7 8UN; Clarke Colouhown, Scotland PH7 4JR; Joanne Green, Warks CVIO 8LG; D M Foley, Wilts BA12 8HR; Mark Fendick, London N17 8BZ; Trevor Cook, Nottingham NCA 4WA; John Kay, Lancs BL8 1JB; Steve Dixon, London SE9 6EP; Aorian Patto, Hamps GU12 6NJ; Clive Stringer, Oxon OX12 9AX; Carl Foster, Stockport SK4 5LD; J Davies, Essex RM13 9NA; P A Boggis, Essex CO3 3DX; Paul Wareham, Bucks SL9 8QN; R Eaton, Sussex RH10 6PL; David Owen, Staffs WSL1 1JZ; Mike Booton, Leicester LE5 6QA; Ronald Goddard, Luton, Beds; Paul Cater, Essex CM9 6BL; Mrs P A Taylor, Dorset BH22 OEZ; Simon Harrison, Cornwall PL34 OEP; Mark Willoughby, Cheshire SK7 7HR; Glenn Goding, Essex CO4 4PT; Flemming Madsen, 6990 Ulfborg, Denmark.

GRAHAM GOOCH'S CRICKET COMPETITION

Audiogenic wanted to know the answers to some simple questions about cricket. unfortunately the resident ZZAP! cricket expert went and got one set of answers completely out of the pitch — so we disregarded that question! First 50 correct answers picked, receive a copy of the game . . .

Mr J H Rumball, Isle of Wight PO30 5RV; C J Holden, Kent TN9 1LZ; Richard Gibson, Suffolk NR35 2TE; Robert Barron, Cornwall PL14 3PT; David Carpenter, Devon EX16 6EN; Stephen Holgate, Lancs BB12 9BX; Mrs B A Hadley, Shrops TF10 8NY; Ewan Maddock, Herts AL2 1AW; David Evans, Oxon OX2 9PU; Graeme Little, W Midlands B75 6UH; P L Hynds, Essex SS11 8ER; Philip Turner, Devon EX17 2DH; S Morris, Staffs ST8 7AU; K Burns, London E17 9HH; Chris Dickson, Surrey KT19 8SW; P J Berisfordm, Shrops TF9 4BJ; Carleton Shaw, London N10 3HT; A Coombes, Gwent NP7 OBB; Mick Hogg, Tyne and Wear NE34 6RY; Hilary Newton, Cornwall TR13 8LH; David Craggs, Durham DH1 1HA; J Pickard, Clwyd CH5 4TX; L Joseph, London N21 2JA; D Kur, Staffs WS11 3PG; Mark Brewer, Surrey KT9 1JP; Andrew Jackson, Herts AL2 3DZ; S M Gosden, London SE9 1JQ; Marcus Webb, Berks RG12 3DF; J Gale, Leeds; Stephen Worner, Hull HU12 9PW; Ainsley Stones, Sheffield S30 4PL; Mark Horton, Walsall WS2 OEL; Steve Galey, London E4 6RJ; A W Groundwater, Northumberland NE23 6NT; Philip Rogers, Merseyside L42 8VH; D Finister, Leeds LS11 ODQ; David Alton, Kent ME9 9NF; S R Brookes, Glos GLS3 8LR; T S Howick, Beds LU5 4PA; Ivor Ceonard, Shrops SY8 4DA; A C Salton, Cheshire WA15 OD2; Paul Allaway, Dorset BH16 6DQ; A Montague-Smith, Wilts BA14 0DU; A J Perry, Oxon SN7 7JE; M Cross, Berks RG4 0NA; Martyn Wilson, Cornwall PL11 2LY; Timothy Fairley, Newcastle-U-Tyne NE20 9LA; Sam Flew, Berks SL6 8QU; Jonatan Wells, Lancs PR2 3ZX; Thomas Hill, Cheshire CW4 7EB.

CONFUZZZZA-PERSON

Ian Andrew of Incentive Software, thought up the meanest competition ever for ZZAPERS — to count up how many times the letter Z appeared in the issue. The correct answer is . . . (turn to page 202). The following 40 heavy counters may now relax in haute couture a l'Incentive (Confuzion T-shirts or sweatshirts that is) . . .

Simon Fisher, Scot'd TD8 6ND; Adam Fradley, Worcs; Daniel Wood, Berks R65 4RR; David Fletcher, W Mids DY8 3JA; Paul Campbell, N Ireland BT20 3EP; Jonathan Dakin, B'ham B30 I5A; A Monument, Worcester WR3 7RJ; Richard Stirk, York YO1 4BN; Julian Wake, Swansea SA7 9XQ; Terry Orman, Southampton S02 9LA; Duncan Hale, Herts EN4 8DL; Sarah Smith, Essex IO6 3RY; Peter Brookes, S Yorks DN5 8EF; N Faulkner, Northampton NN7 4DD; Martin Turner, Kent DA15 8PH; David Nicholls, Staffs DE13 OBS; S Bramley, Berks SL1 1RT; N Lomas, Devon EX17 6RQ; Mrs D M Price, Cornwall PL31 1EL; Andrew Waters, Aberdeen AB1 OJS; S Mitha, London W13 8DD; Julian Chamberbyne, Glos GL2 8EU; Brain Christie, Belfast BTT 1WR; David Fairweather, Lancs BB3 3AZ; D Finister, Leeds LS11 0OQ; A D Webb, Glos GL2 8HD; Mrs J B Cook, Notts NG22 9PY; Paul Dolan, Oxon OX11 0PJ; Karen Smith, Derby DE7 3HY; G P Howes, South Humberside ON32 7HQ; Miss L S Knight, Kent ME13 9JR; Scott Harkins, N Ireland BT20 4JU; C Gibson, Norfolk NR31 8QG; Howard Horton, Staffs ST9 OJB; Paul Palmer, Dorset SP7 ONU; M Childerhouse, Norfolk NR12 8VL; Gary Humphres, N Ireland BT24 8BS; Sandra Shevill, Surrey CR3 2ST; Fenton Trewick, Essex; William Church, Cornwall PL14 6EH.

BOINGG BOING!! NAME THAT THING

That's what Gremlin Graphics wanted you to do — christen their heroic sprite. The 100 best answers get a limited edition Thing on a Spring T-shirt. Here they are:

Karl Wadsack, Hants SP6 2HF; Nigel Hood, Norfolk NR19 2BD; Andrew Minshall, W Yorks WF2 6SB; Ivor Leonard, Shrops SY8 4DA; Gary Carr, Moray IV30 2TA; C McLean, Cheshire WA6 9PJ; Thomas Lindop, Shrops SY12 9BY; Lynne Knight, Kent ME13 9JR; Dean Rahi, Berk SL3 8LW; Don McCarthy, County Cork, Eire; S Howick, Beds LUS 4PA; D T Lynch, Kent BR8 7RL; Martin Haynes, Cornwall EX23 ONA; A Groundwater, Northumberland NE23 6NT; Sidharath Mahay, B'ham B24 9BD; Robert Hunt, W Yorks BD9 5JJ; S Rowe, W Sussex BN12 4AU; P D Lavers, Somerset TA21 8HA; Mark Hobbs, Tyne & Wear NE31 2AL; S J G Reeves, B'ham B27 6JG; Christopher Menzies, Cheshire WA2 OUW; Kevin Mundow, Kent TN30 6QL; Taraq Ali, Coventry CV5 6GR; Joanne Denny, Cheshire SK8 2DA; G Robinson, Tyne & Wear NE38 ONT; Andrew Bell, Belfast BT4 1QD; Andrew Baldry, W Sussex RH15 OQH; Michael Burgess, Lancs

WINNERS : WINNERS : WINNERS : WINNERS :

OL12 8BH; Simon Hegarty, Sheffield S30 6JP; Andreas Oritis, London SE5 7QR; John Westmacoft, 18 Wakefield Close, Worcester WR5 1QR; Gary Patto, Northumberland NE24 5SN; David Parker, Herts HP3 8BU; Geoffroy Upton, B'ham B26 3YM; David Ferguson, Clydebank G81 1EU; Philip Mcelhone, Co Durham DH8 7HN; Paul Dunlop, London NW9 8TX; Richard Barron, Ellesmere Port L6S 9BQ; Jonathan White, Lancs OL2 5BY; Matthew Carslake, Kent ME7 3RR; Paul McQuilliam, Middlesex UB8 3ER; Justin McNaughton, Middlesex HA5 1SU; Alasdair Gordon, Surrey SM3 9TH; Mr A Hopwood, London SE4 7JH; S Irvine, Newcastle-U-Tyne NE20 9PQ; Martin Heap, W Yorks HD3 3PY; M Gooden, London SE22 OBA; David Ferguson, Clydebank G81 1EU; Jason Ford, London E4 9NL; Allan Webb, Surrey SM1 2NH; Kevin Martin, Peterborough PE2 0PR; Paul Hung, London E27 7ND; Mr P Bensusen, London SE4 7JH; Steven Smith, Leeds LG13 1BN; Darren Oddie, Lancs BB10 4DN; Alan Patrick, Co Antrim BT28 2UJ; M Bayer, Berks SL6 ODU; Peter Haigh, S Yorks DN12 3DT; David Fitzgerald, Limerick; Andrew Hammond, Surrey GU25 4EU; Stuart Tomkinson, Staffs ST4 6RU; Sean Hopkins, Portmouth PO2 OLA; Graham Kinnear, Northampton NN3 1DN; Michael Hogg, Tyne & Wear NE34 6RY; Andrew Howard, Herts CM23 3LN; Mrs Joy Cook, Notts NG22 9PY; J Downes, B'ham B28 OXN; T Hammounds, S Yorks S73 8PF; Mrs B Lomas, Devon EX17 6RQ; Stefano Datos, London N3 1PB; Sandy Bramley, Berks SL1 1RT; Kev McCabe, Cumbria CA2 4HZ; David Charles, Leicester LE5 2NS; Richard Walker, W Mids DY3 3SB; A Spata, Cheshire WA2 ODP; Graham Rath, W Mids DY7 6AD; Andrew Glenn, Northants NN10 9DJ; B D Everingham, Essex RM3 9XB; James Winter, Oxon OX10 OHL; Simon Micklewright, Gwent NP4 8BA; B Wrong, Herts AL8 6EN; Darren Bland, Norfolk NR31 7NH; Michael Sinclair, Belfast BT4 2EW; Wayne Pearson, Mid Glam CF45 4SU; Eric Hobbs, Tyne & Wear NE31 2AL; David Nicholls, Staffs DE13 OBS; James Bunting, Derby DE4 1BH; Craig Dibble, Worcs WR9 7RF; M Waistell, Durham DL2 1DA; Terry Onum, Southampton SO2 9LA; Rupfn Lakhani, London SW17 8TQ; Julian Bryant, Berks RG4 ONB; Fay Doyle, Jersey; Andy Nicholls, Lancs PE12 6QE; B Sanderson, Sheffield G30 3AE; Jon Godfrey, Bristol BS16 4NB; Steven Lee, Hants GU12 4QF; Darren Gordon, Portsmouth PO8 8JL; Simon Dimaline, Notts NG22 9DE.

THE ENTOMBED MAP TROPHY

After much deliberation, humming, hahing and consumption of soft beverages, the ZZAP! team have finally selected the winners of the Ultimate Play The Game ENTOMBED Map competition. A one off winning, this, since the trophy is unique of course.

The winners (for they are a team of cartographers, explorers, whipists and artists, hail from the general area of Royston, Hertfordshire. THE WINNING TEAM: Barry Smart, Edward Bradley, Deborah marriage, Manda Roberts, Neil Bonnett, Bobby Jones and William Stewart. Eddie Bradley is the one who drew the map itself, some snippets of which you can see here. Well done the team . . . !

IN GENERAL

Please ensure that ALL your competition entries are clearly marked on the envelope as to what they are, and please ensure that the envelope does contain the words ZZAP! 64 MAGAZINE as part of the overall address, otherwise our post sorting people are likely to lose you in the melee! If you are sending in several competitions and/or editorial material (eg letters, tips etc) in one envelope, please make sure it is clearly marked ***MULTIPLE ENTRIES*** and it does help if you also list the actual contents on the outer envelope. ***PLEASE DO NOT EVER ENCLOSE ANYTHING TO DO WITH MAIL ORDER OR SUBSCRIPTIONS*** with competition or editorial material. Competition post only gets checked when a competition is over and therefore mail order bits may well be delayed for over a month if you have enclosed any.





Are YOU a MASTER BLASTER?

HOW TO WORK OUT YOUR RATING

You're cheating, we know you are, because this is the best test of lateral thinking — cheating. Anyway, here's the rating system and the answers.

Test 1. **Score 2 points for each correct answer:** 1-A; 2-C; 3-F; 4-R; 5-B; 6-H; 7-BB; 8-Z; 9-P; 10-E; 11-U; 12-Y; 13-J; 14-K; 15-N; 16-M; 17-Q; 18-L; 19-CC; 20-G

Your score ....

Test 2. **Score 2 points for each correct answer:** 1 Dropzone; 2 Entombed; 3 Kikstart; 4 Strangeloop; 5 Gribbly's Day Out; 6 Beach Head II; 7 A View To a Kill; 8 Way of the Exploding Fist; 9 Elidon; 10 Summer Games II

Your score ....

Test 3. **Score 2 points for each correct answer:** 1 Theatre Europe; 2 World Series Baseball; 3 (Jack Charlton's) Match Fishing; 4 The Fourth Protocol; 5 Way of the Exploding Fist; 6 Confuzion; 7 Gribbly's Day Out; 8 Chicken Chase; 9 Everyone's a Wally; 10 Lode Runner

Your score ....

Test 4. **Score 2 points for each correct answer:**

1. Penetrator (others all scroll in both directions)
2. Bruce lee (other all split-screen 2 players)
3. Frankie (others all totally icon-driven)
4. Loco (others all released by Gremlin Graphics)
5. Gary Penn (others all left ZZAP!)
6. Bounty Bob (others all derived from Spectrum games)
7. Airwolf (it's TV, others all cinema films)
8. Return to Eden (others all text-only)

Your score ....

Test 5. **Score 2 points for each correct answer (the doubled up ones don't matter in which order you get them)!:**

They've all had successful prequels
2. Ditto, BUT they can all be played 2 player, head-to-head
3. All contain pieces of music by Rob Hubbard
4. They were all ZZAP! Sizzlers
5. They all use Novaload
6. All games featured illustratively on ZZAP! covers
7. All games involve shovelling earth about
8. All games feature digitised speech

Overall rating:

Now add up your scores on all five tests. The total is your new personal joystick wobbling rating — the bigger wobbler you are, the higher your score will be — obvious huh!?

Under 25 — Scorelord sees you after school
26-50 — Stick to Snakes & Ladders
51-60 — You've learnt the difference between joysick port 1 and 2
61-70 — Now you can actually hold a joystick properly
71-80 — Reasonably cool Frood
81-100 — Rignall beater
101-111 — Master Bla . . . .
112 — Master **Blaster**
Over 112 — Gary's Pokes obviously work better'n we thought, you cheat . . .

How to enter your challenge

1. State games and scores clearly on the form provided (or a close copy). You can give fewer than four games if you wish.
2. State level achieved at the end of each game, either the wave number (if possible), rating or some indication of how far you went into the game along with the time taken to complete the game.
3. In the space provided write further details about the game which might help to confirm your score. If it's an arcade adventure then write the percentage and if it has a time limit or bonus then state how long was left and what bonus was awarded. Other details include things like the game crashing because of the high-score achieved or whether the game resets at a certain point. Any other relevant details will be useful.
5. Post your entry to: Zzap Challenge, Zzap! 64, PO Box 10, Ludlow, Shropshire, SY8 1DB

Yes, I'm ready to challenge the Zzap champion on the following games.

Game .... **Score** .... **Level reached** .... **Time taken** ....
Other details ....

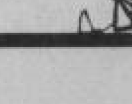
Game .... **Score** .... **Level reached** .... **Time taken** ....
Other details ....

Game .... **Score** .... **Level reached** .... **Time taken** ....
Other details ....

Game .... **Score** .... **Level reached** .... **Time taken** ....
Other details ....

Did you exploit any cheats, bugs or special techniques (inc. auto rapid fire) to obtain any of these scores? (Yes/no) . . . (If 'Yes', give full details on a separate piece of paper.)

I promise these scores are genuine. Signed ....
Name ....
Address ....
Post code ....
Telephone number (if poss) ....





WEEeeeee SPLAT! (gently)

Yes it's true. The event that some members of the publishing and software industry have been waiting for.... In the Spring of 1986 the Newsfield Nutters are going to take a flying leap. Just as the spring flower poke their first wary leaves above ground, Newsfield will come thundering down upon them. But it's all in a Good Cause, because we want to raise money for DR. BARNARDO'S and THE ACTION GROUP.



AS IF LIFE in the Tower wasn't exciting enough the ZZAP! **Soft in the ED**, ED, suggested that we all jump out of an aeroplane. Well, we all thought he was just being terribly rude, but the next thing we knew he was ringing up all sorts of organisations and even booking a Hercules with the Red Devils.

Franco Frey, being the nearest thing that we have to Action Man, expressed his delight at the idea. When we noticed him practising landings — jumping off every five foot wall he chanced upon — we realised it was time for some concerted action to stop this lunacy.

Unfortunately, we were too late by this stage. Not only had the pro-jump ranks swelled with the addition of Oli, but ED had even dreamed up a good reason why we had to do it. What decent sort of person could refuse an opportunity to raise money for charity? Even if it does mean throwing oneself out of a dowdy Hercules flying an as yet unknown number of feet off the ground, and descending courtesy of an overgrown table-cloth?

The plan has now evolved fully. It seems that we are all going to put ourselves at your mercy: **you** will decide which six of us from the Towers are to perform this dreadful deed. ("Any" of us it may not include Lloyd; he has given ED dozens of medical reasons why he shouldn't jump. Lloyd has been given two weeks to produce a Doctor's note).

The whole plan is so simple even you can't back out, dear reader. Fill in the form below, naming your victim, yourself and filling in your address. You can have as many votes as you like but the cost of EACH vote is £1.00. So, if you want to vote for Gazza the Penncil twice send us £2.00 with your votes. All of the money that you send will be donated to **Dr Barnardo's** and **The Action Group**. Both charities are heavily into providing electronic aids for the handicapped. The Action Group also asked us to appeal for any unused computers, sick or fit, because they can put them to good use. We will tell you exactly how your money is going to be used in future issues.

Just to make things a bit more interesting, we are asking the software industry to donate lots of prizes for you to win. Answer the questions below and complete the tiebreaking phrase and you could be a winner. We don't know how many prizes there will be yet, but rest assured, there will be lots of lovely winnable thingies. Fret not, we will keep you posted in the issues leading up to the jump.

I want .... to jump out of a very high flying Hercules (He or she may use a parachute at his or her discretion)

I enclose a donation of £........ (minimum of £1.00) and no coins, please. We get charged for receiving them.

I am frequently known as ....

and can be reached at ....

....

....

SEND YOUR VOTES AND LOOT (NO COINS!) to:
WHEEEEE SPLAT!
PO Box 10, Ludlow, Shropshire, SY8 1DB

THE COMPETITIONY BIT

Name three flight simulation games

(1) ....

(2) ....

(3) ....

In fifteen words or less, using your skill, judgement and a pen complete the phrase below in the most apt and original way....

I WANT JULIAN RIGNALL TO JUMP BECAUSE

....



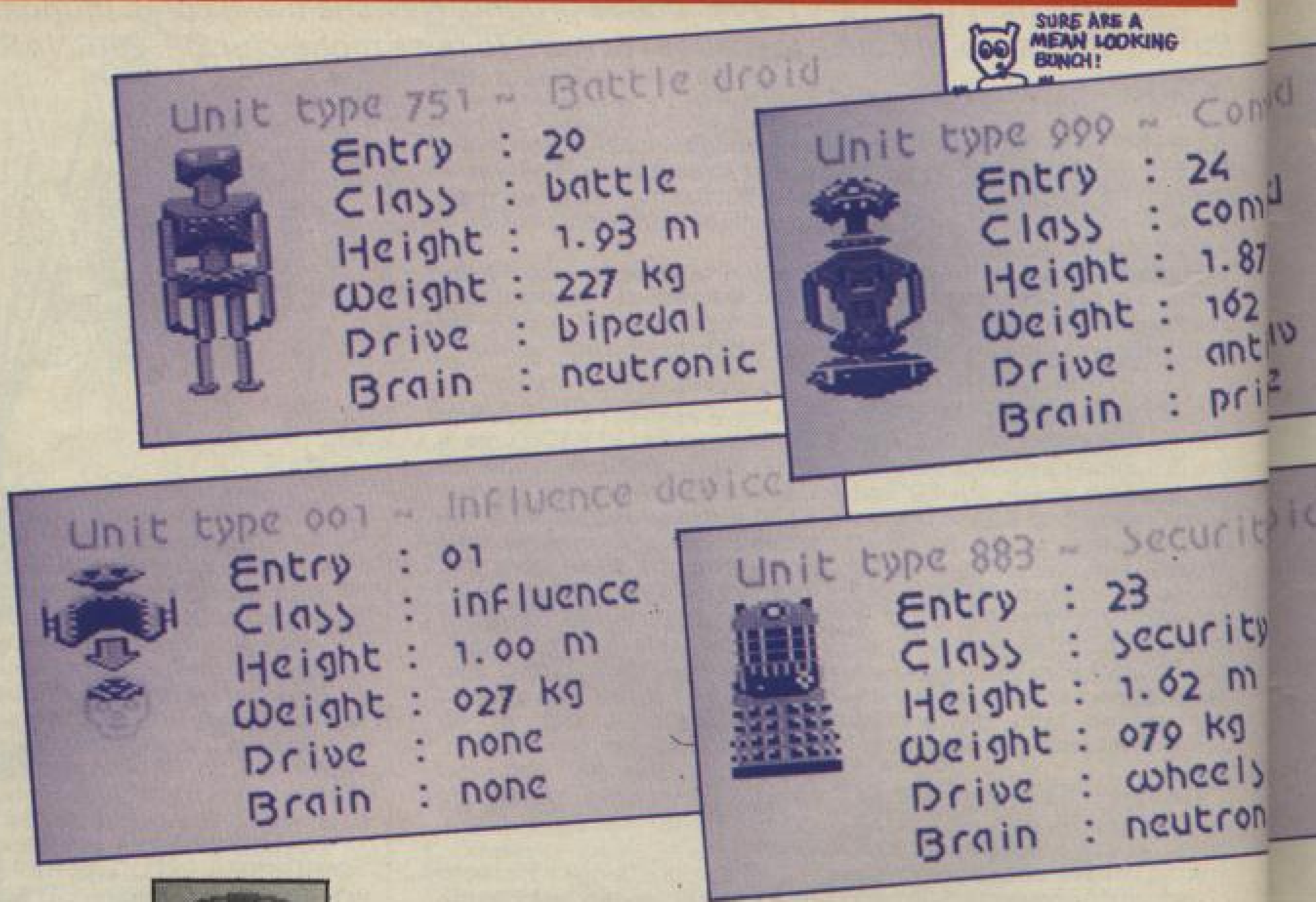
STOP PRESS! Oli offers original cover painting as a prize for the voters in the Loony Leap Charity Competition!

NOVEMBER



PARADROID

Hewson Consultants, £7.95 cass, joystick only



Far, far into the future in a dim distant galaxy a fleet of Robo-Freighters were making their way to the Beta Ceti system when disaster struck. The ships ran into an unchartered field of asteroids and were bombarded by powerful radionic beams. While these rays didn't actually affect the ships in any way, the robots, and consequently the human crew members, weren't quite so lucky. It later arose that the robots' circuitry became scrambled whilst travelling through this field, rendering them hyperactive. This resulted in every living crew member in the fleet being eradicated by the now psychotic robots.

To make matters worse, eight of the ships were last seen breaking away and heading for enemy space. Should the Droids fall into enemy hands then they could be used against man to cause his ultimate downfall. The only way to prevent such a disaster from occuring is by destroying every last robot present on the renegade freighters.

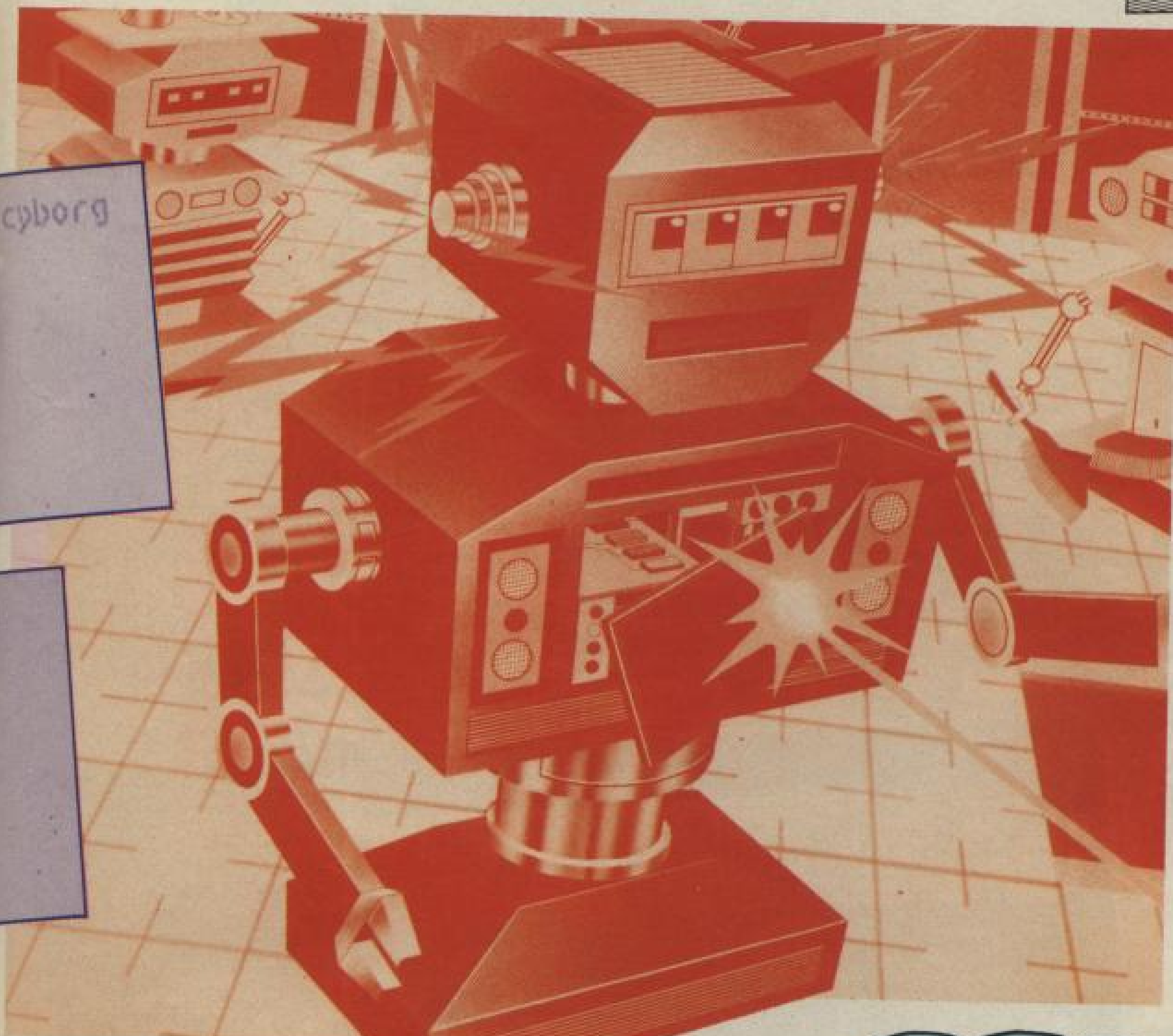
A prototype Droid, known as the **Influence Device**, has been placed under your command and since docking was out of the question, it was beamed aboard the first ship, the Paradroid (hence the title of the game). This Droid is a effectively little more than a self-sufficient helmet, possessing its own power supply and armament. It has the unique ability of being able to temporarily take full control of any robot, maintaining all the working functions of its new found host in the process. Naturally the host robot objects to this 'intrusion' and attempts to resume its normal operation. This leads to the device 'burning out', so in order to survive for any great length of time one must change hosts regularly. To do this one has to gain control of the relevant robot's microcircuits. Failure to do so results in the destruction of your 'host' and ultimately yourself.

By centering the joystick and holding down the fire button you enter **Transfer Mode**. This enables you to interface with a Droid of your choice by ram-



Side elevation of the space freighter 'Paradroid', showing the deck levels (the pale blue line indicates the level you currently occupy), and connecting lift shafts.





ming it, and initiates the transfer sequence. On merging with a robot you are reminded of the device you currently control and informed of the one you wish to take over. You are then presented with two sections of circuitry containing twelve wires from both yourself and the target Droid. One must select which side, and therefore colour, is going to be advantageous before a timer counts down from 99 to zero.

Some of the wires lead to a central bar composed of twelve blocks in one of three ways, while others, known as **Terminators**, don't actually reach at all.

The object of the exercise is to set at least seven of the twelve blocks to your chosen colour within a given time limit of 99 units. This is done by strategically sending Pulses through the wires and into the blocks, the quantity of which depends upon the class of robot in your possession. If neither Droid has the advantage at the end of a 'bout' then a Deadlock is called and the battle has to commence once more with different circuits. There's more sophistication involved than suggested here, but the game instructions covers the process adequately.

Unfortunately, the Influence Device has some limited capabilities and it can only transmit details of its immediate surroundings back to your screen, ie anything within its own visual range. A large majority of the decks are larger than a single screen, so each is viewed through a multi-directional scrolling window. One critical defect of the optical sensors used in the Influence Device is that it can't see around corners, obstacles or through walls. This gives rise to what can best be described as a sort of three dimensional view in two dimensions.

There are several different deck layouts, most consisting of many smaller rooms with sliding doors that open when a Droid is in close proximity to them. Some sections are nothing more than a single location while others, such as the cargo bays, contain wide open spaces leaving you vulnerable to attack. There are eight lift shafts and many access points spread throughout the ship, allowing you to freely travel from floor to floor.

By logging on to one of the many consoles about the ship one can access the Droid Data Library. This contains useful information on **all** of the robots, including details on physical attributes, such as height, weight etc and other relevant characteristics. You are restricted though, in that you can only view data on robots of a lower rank than yourself, due to the fact that access is determined by the host Droid's security clearance.

There are 24 different types of Droid, each with their own personality and these are divided into 9 classes: Disposal Robots, Servant Robots, Messenger Robots, Maintenance Robots, Crew Droids, Sentinel Droids, Battle Droids, Security Droids and the 999 Command Cyborg. The latter is the most powerful of all robots and can only be taken over for a very short period of time. There is only ever one Command Cyborg per freighter. The robots are represented on screen as a three digit number, the first showing the class of Droid and the other two merely indicating rank.

While accessing the console it is also possible to view a plan of the deck you are currently inhabiting or a side elevation of the ship. The former shows all elevators, consoles and energisers present on the deck while the latter is a simple representation of all decks and the lift shafts adjoining them.

Droids can be destroyed in one of three ways: by ramming, shooting or transferring. The first method is only really viable if you are in possession of a well armoured Droid, since you can be considerably weakened on ramming. Shooting is the quickest and easiest way of disposing of a Droid, higher ranks requiring many hits for complete destruction. Some Droids fire back so the utmost caution



There have been several new approaches to a shoot em up before, but none have been quite so stunning as Hewson's Paradroid. *The very first time I loaded the program I was overawed by the amazing presentation and the scrutinous attention to detail that the programmer, Andrew Braybrook, must have gone to such lengths to achieve. Such subtelties as not being able to 'see' around corners and pillars in plain view and the ability to call up information on the different classes of robot, make* Paradroid *the best presented game I have* **ever** *seen. The use of the humble joystick is just as impressive — the several functions available being accessible with startling ease and little or no confusion.*

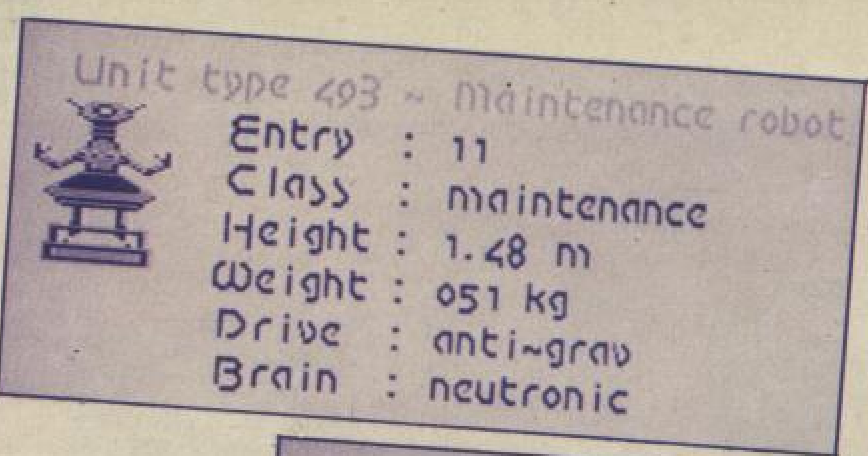
Although the scrolling window technique used in Paradroid *is similar to that of Andrew's previous game,* Gribbly's Day Out, *it is in fact* **better**. *It's just so fast and smooth, with no noticeable screen glitch at all . . . Marvellous! The graphics are of the same quality as the presentation with brilliant and effective use of the bas-relief technique, giving an excellent metallic and atmospheric look to the ships. The robots are just as well defined as the 'scenery' and the use of colour is exceptional all round. Each robot has been so well designed and implemented that they really do have individual character.*

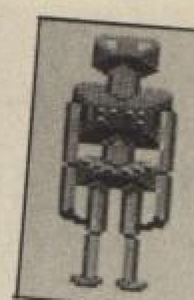
For a game of such complexity, Paradroid *is 'friendly' and easy to get into. The inlay instructions are concise but comprehensive and the information contained within the program complements them perfectly. In this game the blend of strategy and arcade action is quite unique.* Gribbly's *was great, but* Paradroid *. . . For once words fail me!*

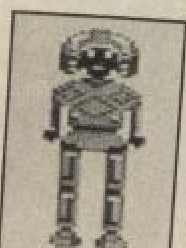
TEST

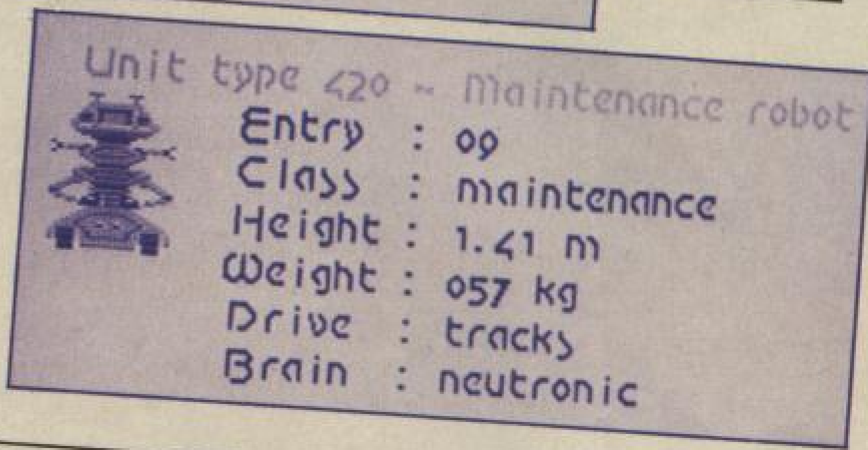
should be exercised when attacking one in this manner. Finally, the last approach, transferring, gives rise to a game of its own as previously mentioned. If you eliminate several Droids in a short period of time the alert status rise and then you can score more for each 'kill'.

On completely clearing a deck of all Droid activity the lighting system shuts down, plunging the entire floor into semi-darkness, and you receive a small bonus. When you finally clear all twenty sections of the ship you are given a hefty bonus, a congratulatory message and you are beamed aboard the next freighter. Finish all eight freighters and . . . Well, any offers?













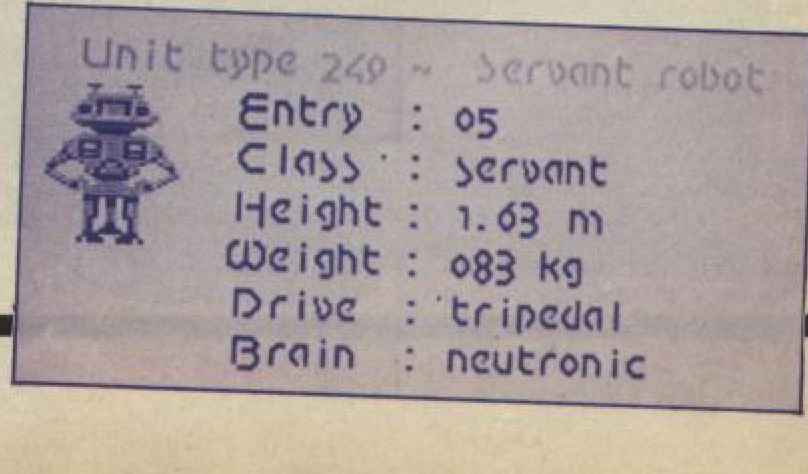
When Paradroid *finally arrived in the office I wondered if it would be as good as Gribbly's and whether after three months of build up the game would be a flop. I needn't have worried— it's absolutely superb!*

The first thing that strikes you are the stunning graphics. These are tremendously effective and give the game a fantastic spaceship atmosphere, working perfectly in tandem with the wonderful sound effects. These too, add to the general feeling of exploring a hostile future space environment (listen to the robot conversation on the title screen too).

The gameplay is marvellous, with a nice 'feel' as you zoom around the ship, especially when you become an 'eight' class robot. The transfer game is great fun to play on its own and there can be some rather tense moments (especially when you try to go from 001 to 883)! The really good thing about the transfer game is that with practice you can make really huge jumps in robot classes once you have become proficient.

Overall Paradroid *is one of the best programs I've seen on the 64, and is one that has been keeping my interest for several weeks, something that a game hasn't done for some time. The challenge of clearing all eight ships is immense, and even if you do solve it there's always the possibility of bettering your score to keep you going back to it.*

We're looking vertically down onto a section of a deck floor — Alert Status Green. The Influence Device is now in possession of a Class 8 Security Droid (seen centre of playing area) and it's replenishing its energy. This shot ideally shows the quality of the bas-relief 'metallic' effect of the graphics.



"WHAT'S THE WORLD COMING TO—METAL CULTS...?!"



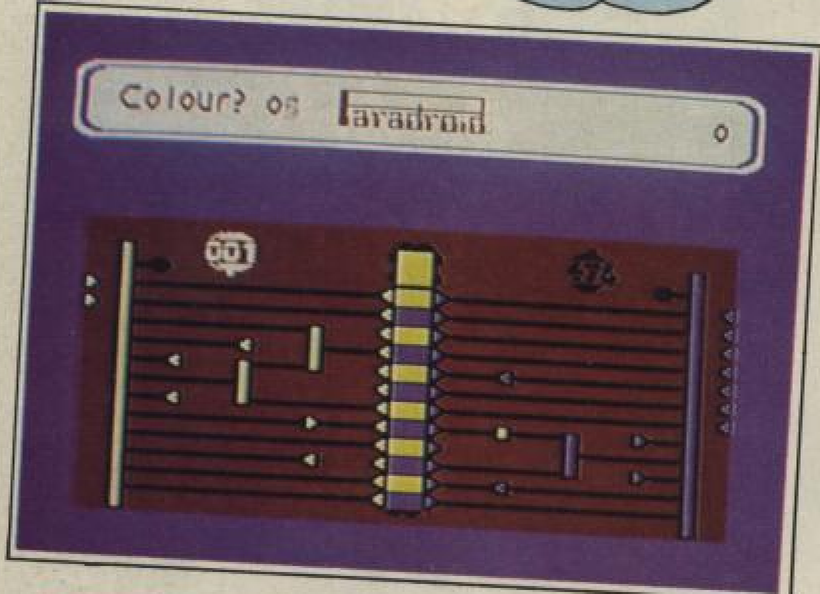
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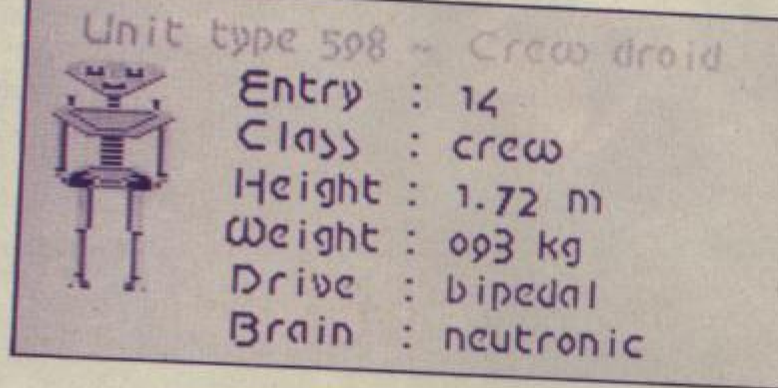
This has to be the best combination of shoot em up and strategy in a game that I have seen to date. Even if you put aside the excellent graphics and impressive sound the gameplay elements are astounding. When you first start to play, the immediate reaction is to clear as many decks as possible, ie wipe out the little droids and then move on to the harder decks. Soon you realise that this isn't quite the best way of achieving the awesome task of clearing all twenty decks.

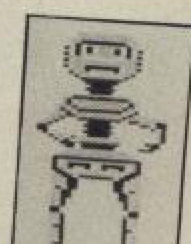
I found that trying to blast away the higher droids meant getting zapped back into a 001 influence device often, making it very hard to find anything to take over since I'd wiped out all the easier influenced droids earlier on. This happened quite frequently so now I've found that the best strategy to adopt is to clear as many of the more difficult decks as possible, then come back for the easier ones.

The overall ship design is amazingly well thought out with cargo decks and shuttle bays. Every class of robot having its own personality and movement pattern adds a great deal of atmosphere to the game. The presentation is outstanding and really does qualify the 100%. Overall this has to be one of best releases on the Commodore to date and is certainly going to be a hard act for author Andrew Braybrook to follow.



The Transference Game — the Influence Device is attempting to take over a Class 4 Maintenance Droid, but first he has to select his colour . . . the Pulsers are shown down the side, and the odds don't look too inspiring . . .







A plan view of a deck, showing lift access points, consoles and energisers. Your current position is shown right at the end of the 'thin bit'.

Presentation 100%
Immaculate. Faultless in appearance and execution with excellent use of joystick.

Graphics 97%
Stunning bas-relief effect. Brilliant definition and use of colour all round.

Sound 86%
No music, but incredibly effective and atmospheric beeps, whoops and the like to compensate.

Hookability 98%
Virtually enforced addiction as you attempt to clear the first ship . . .

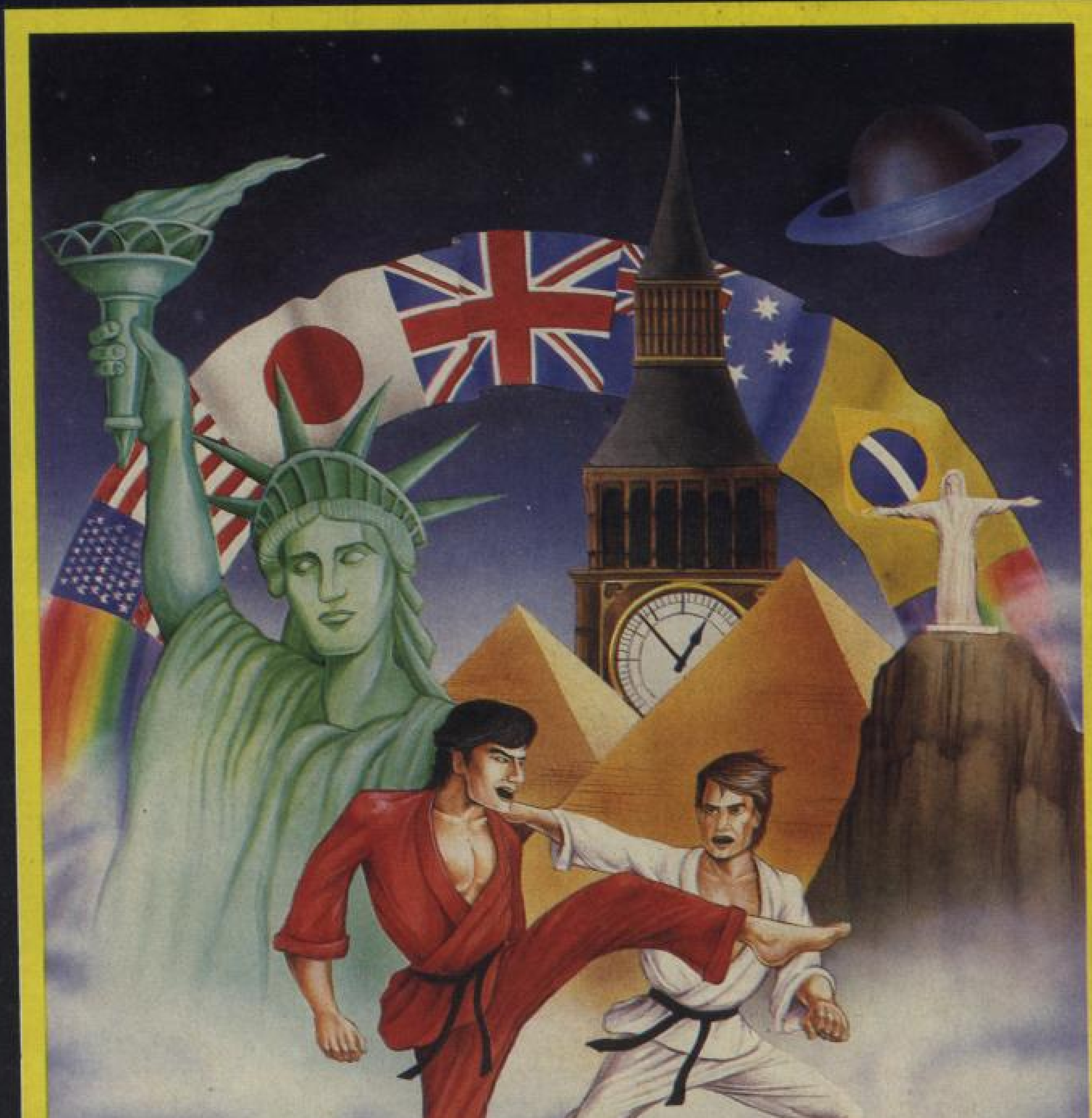
Lastability 98%
. . . and once you've cleared that there are still seven more to go!

Value for money 98%
It's been worth the wait and it's definitely worth the money.

Overall 97%
THE classic shoot em up.

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Update:

If you're marooned someplace, you worry about how to get home. Even old Crusoe, on a palm-fringed paradise with domestic servants, worried about the boat home – and he knew where he was. The passengers of the liner "Arcadia" knew only that their 'island' was one planet of an uncharted Dyson-Sphere solar system. It was a harsh, unfriendly place...

THE TERMINAL MAN





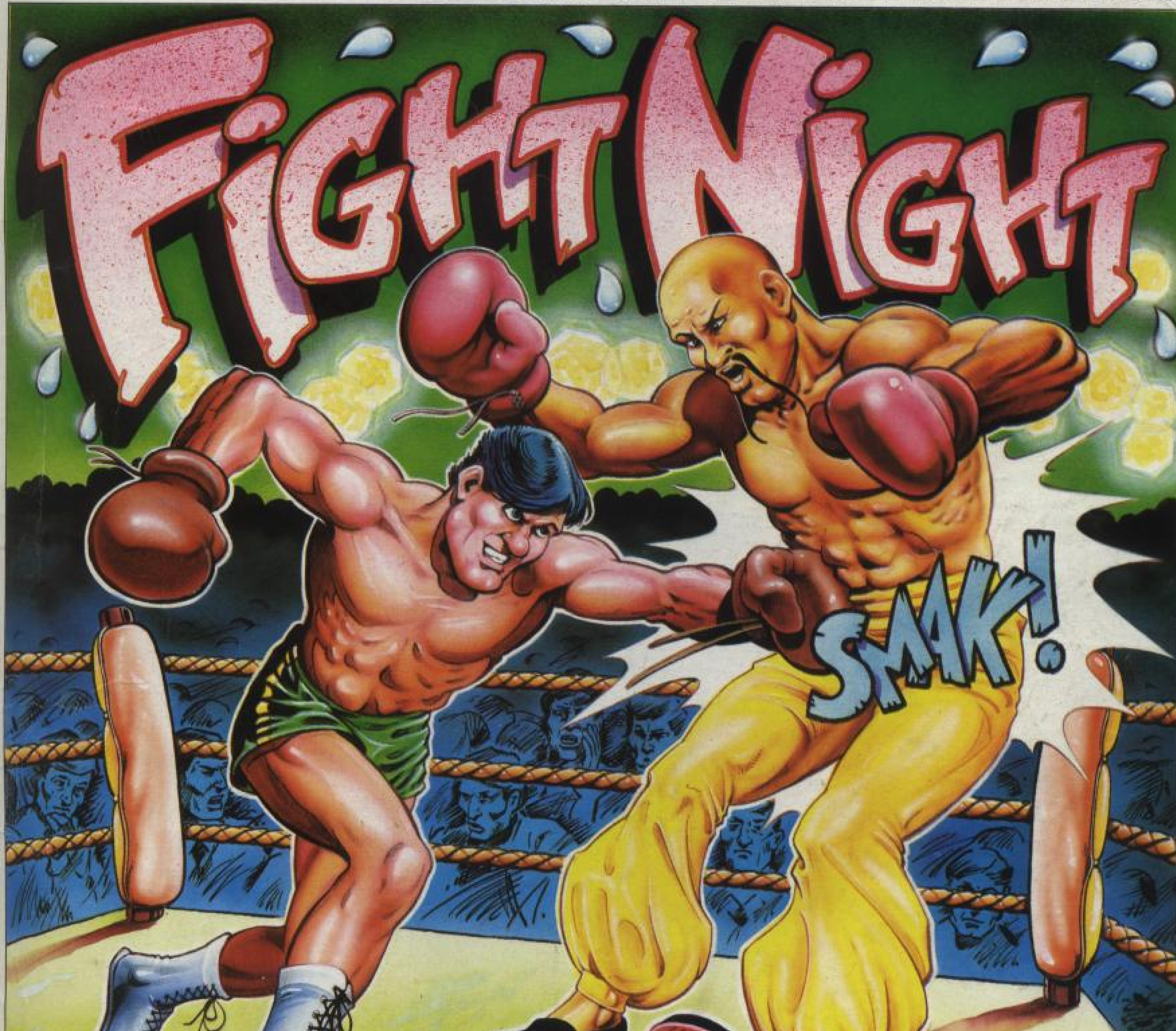
STORY BY KELVIN GOSNELL© DRAWN BY OLIVER FREY©


THIS MUST BE IT, CROSS.
CORRECT. THE SHAPES ARE COMPATIBLE WITH SHIP HULLS. TRACES OF NUCLEAR ACTIVITY TOO. MOVE TO THE RIGHT — WE COME IN FROM THERE, IT IS NOT WELL GUARDED —
YOU WERE RIGHT, CROSS — THOUGH GOD KNOWS HOW...
I KNOW — IT IS ALL THAT MATTERS, IN HERE...
THESE ARE SHIPS, THIS WAS ONCE A COMMAND OR GUIDANCE CENTRE — I MUST INTERROGATE WHAT IS LEFT OF ITS MEMORY, YOU MONITOR OUTSIDE THREATS...
WHAT? WHO ARE YOU KIDDING? NO ONE CAN...
LEAVE IT, MANDRELL — HE CAN DO IT!
— CROSS IS NOT JUST HUMAN ANYMORE, HE'S PART COMPUTER AND PART VIRUS...
...I DON'T UNDERSTAND HOW, BUT ALL THREE ELEMENTS WERE SMASHED TOGETHER WHEN THE ARCADIA CRASHED...
— HE'S MESHING DIRECT WITH THIS OLD SYSTEM'S STORAGE BANKS...
PRETTY NEAT TRICK! BET HE COULD CLEAN UP A FORTUNE MANIPULATING THE GAMBLING MACHINES BACK ON EARTH, EH, JIN?
JIN?
SOMETHING COMING — SOMETHING HIDEOUS! THE DOOR...
WHAT ARE YOU GABBLING ABOUT, GIRL!?
— I CAN READ ITS MIND! THERE IS NOTHING THERE BUT LOATHING AND BLOOD LUST! THE DOOR...



More action next month!

M'LORDS, LADIES, & GENTLEMEN... FRESH FROM AMERICA U.S. GOLD PROUDLY PRESENTS... THE UNDISPUTED CHAMPION...





From time to time a software title is released, so innovative that it breaks new ground in graphical and technical achievement — Fight Night, the first animated simulation on the C64 is more than a game, more than a simulation — it is a revelation!

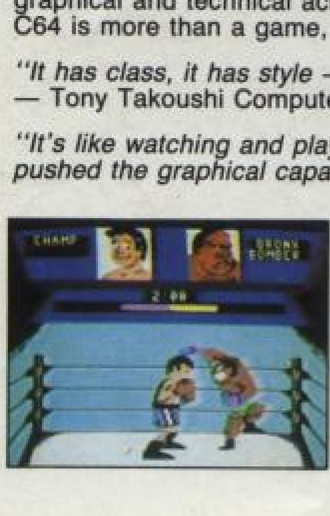
"It has class, it has style — forget the rest, Fight Night is quite simply the absolute best." — Tony Takoushi Computer & Video Games/Computer Trade Weekly.

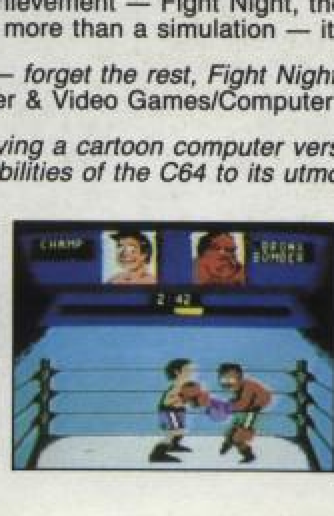
"It's like watching and playing a cartoon computer version of Rocky. Fight Night has pushed the graphical capabilities of the C64 to its utmost limits" — Zzap 64 November.

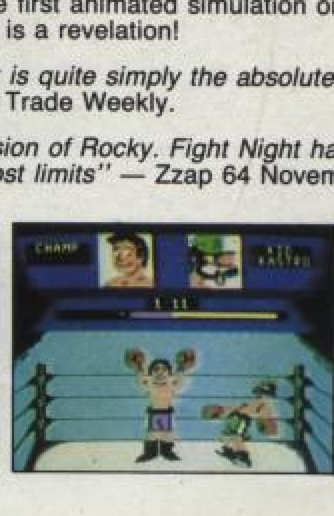
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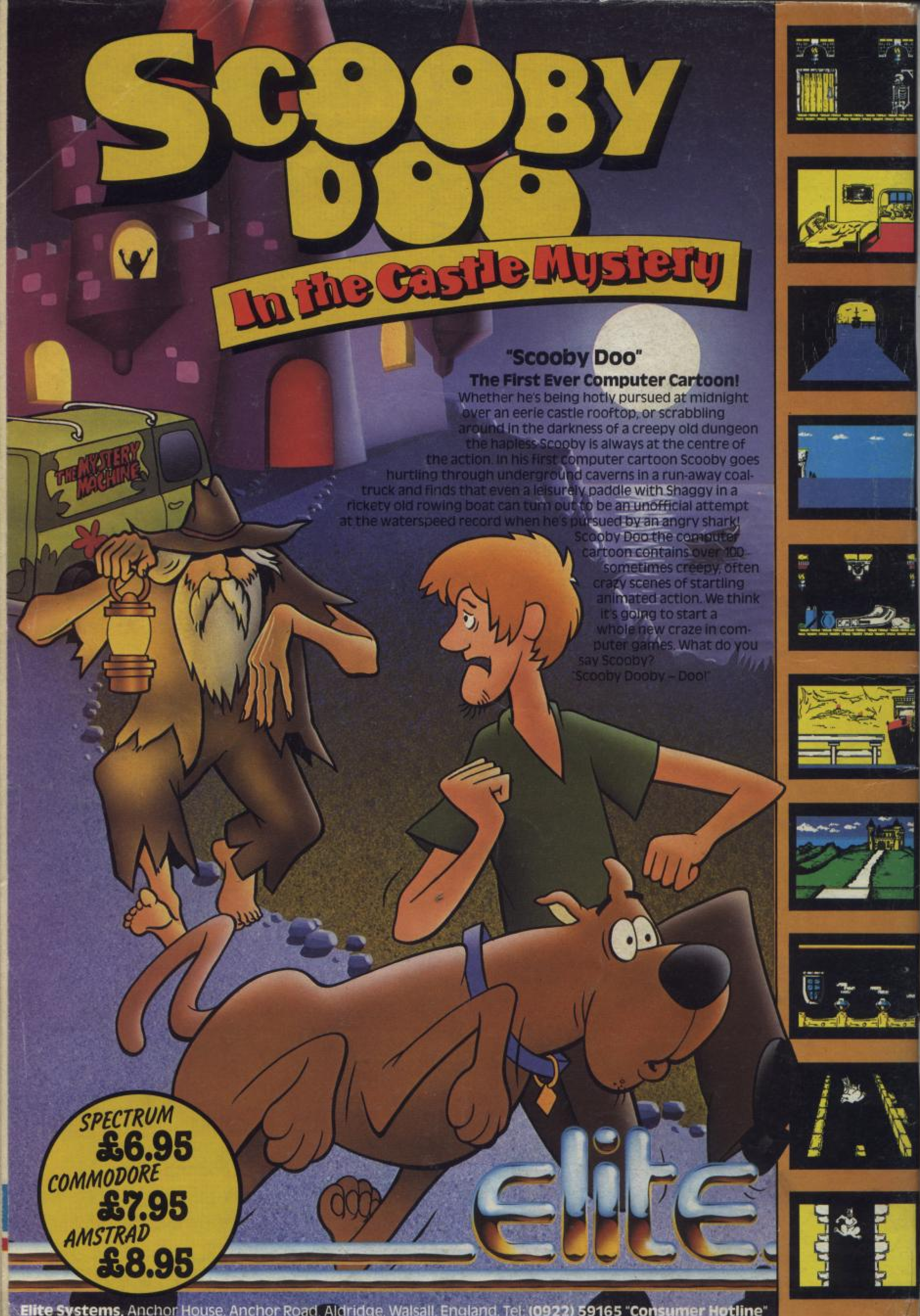




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